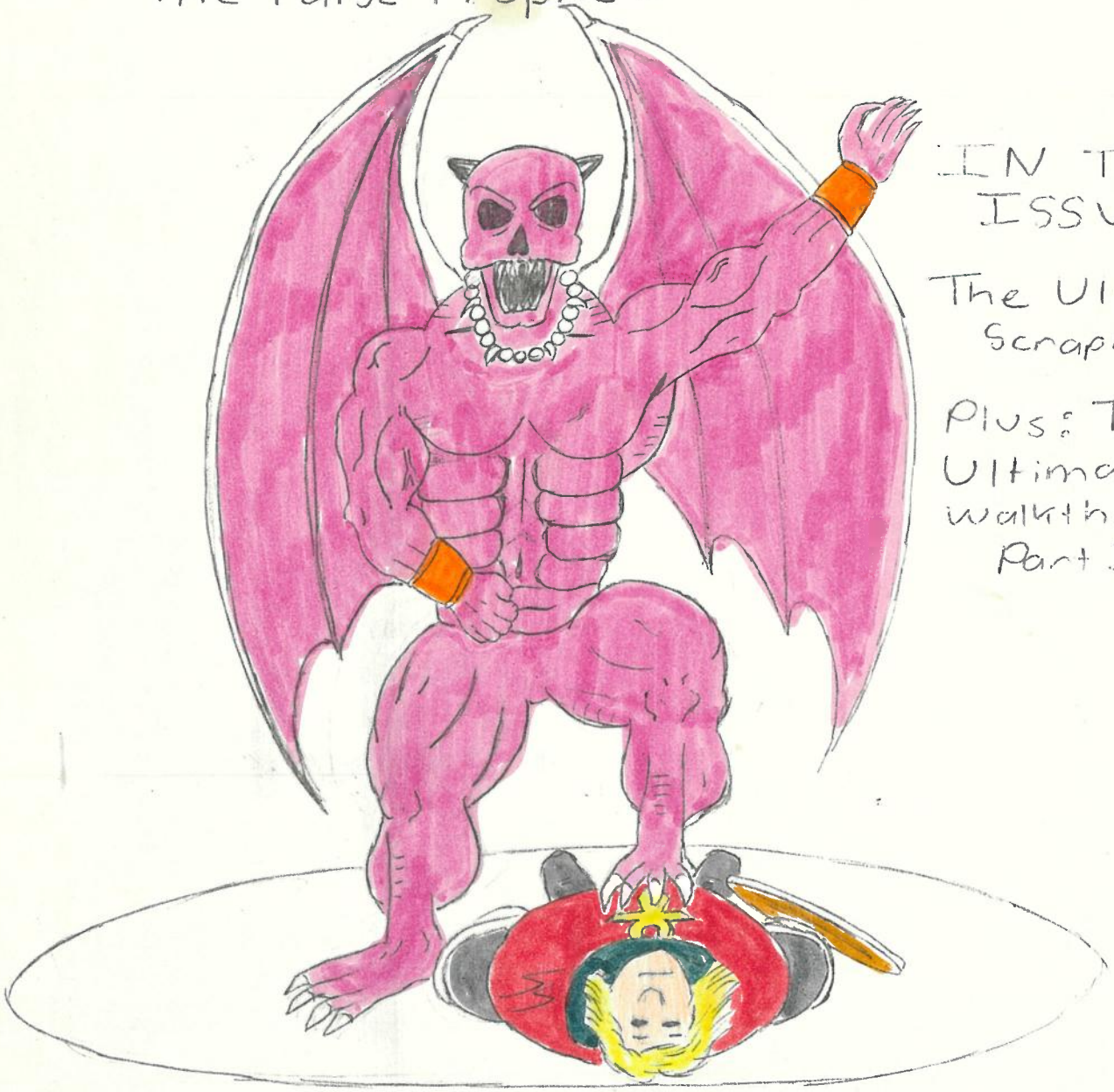
THE VIDIOTS SCOREBOARD

A MONTHLY PUBLICATION BY THE VIDIOTS
Volume Seven Number One
Issue 31: Celebrating Ten Years of Ultima

ULTIMA VI: The False Prophet



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The Ultima Scrapbook

Plus: The Ultima IV walkthrough Part II

"THE VIDIOTS' SCOREBOARD"
Volume Seven Number One Issue 31
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Welcome, Vidiots, to yet another special issue of the Scoreboard. This month's issue is devoted to the ten-year anniversary of the Ultima series, which currently contains 7 released games, one released spin-off, and many others in the works, look for those in the "Ultima: The Scrapbook" article. Also, we'll give you the unbiased, Vidiot-style review of the latest saga, Ultima VI: The False Prophet. And we'll finish up our walkthrough of Ultima IV, and also re-run some old Ultima reviews for those newer Vidiots amongst our ranks. And we'll even throw in the dungeon maps for Ultima: Exodus.

Tony "The Master Link" Morse

Tony "The Master Link" Morse,
Vidiots' President & Reigning Demi-God

ULTIMA I: The First Age of Darkness

APPLE II VERSION BY ORIGIN SYSTEMS
by Tony "The Master Link" Morse

This is it- the beginning. Maybe we've gone back in time to review this, but not far enough. You must find a time machine to return to a time before the Evil One created a gem to make himself indestructable and destroy him. This game features moderate graphics (towns are unbelievably primitive) and pretty good depth for an older RPG. But since it's Ultima, it's awesome. I'm not saying that just because it's Ultima, but let's face it: Ultima is the best series of RPG's. Period. This game is great.

EXODUS: ULTIMA III

APPLE II VERSION BY ORIGIN SYSTEMS
By Tony "The Master Link" Morse

This is the computer version of N.E.S. Ultima Exodus. The play is almost identical, but the major difference is difficulty. Battles, weapons and controls are much more confusing, and much more difficult to master. However, there are bright spots: new charectars, such as Jesters, and clever and witty guards. When you enter a town you are greeted by a large script written sign. The graphics aren't very good, but they serve their purpose, but dungeon graphics are just plain terrible. The worst part is its lack of music, but it is still a terriffic R.P.G.

ULTIMA: THE SCRAPBOOK

VARIOUS BITS OF INFO: BY MASTER LINK

Well, I'm sure that by now you all know that Ultima VII will be out in 1991... and that 20 people will guest-star in it as part of an Ultima promo. contest. Other new Ultima stuff just out is Worlds of Ultima: The Savage Empire, and the soon-to-be released N.E.S. version of Ultima: Quest of the Avatar. Other info: There will be an Ultima VIII. Also, next year will bring a new Worlds of Ultima adventure taking place on Mars. Our contacts at Origin tell us that a version of Ultima is coming out for Game Boy. Plus, FCI is already working on an N.E.S. conversion of Ultima: Warriors of Destiny... Ultima. It earned its name.

ULTIMA II: Revenge of the Enchantress

APPLE II VERSION BY ORIGIN SYSTEMS
By Tony "The Master Link" Morse

The sequel to the #1 selling computer RPG of all time, Ultima II is, to me, dissapointing. Yes, it's Ultima, and it is great, but I think Ultima I is better. The graphics are not quite as good, and the game play is extremely complex. There is a lot of depth to it, however, and that's what makes a good RPG a great one. Those of you who are newer Ultima fans will have to get used to some strange controls and commands, but those who have loved Ultima from the beginning will just think this is great. I'd get it.

ULTIMA IV: Quest of the Avatar

APPLE II VERSION BY ORIGIN
by Tony "The Master Link" Morse

16 times larger than Ultima III, Ultima IV has been called the best Ultima. I can't disagree. While lacking a few of the dazzling effects of Ultima V, Ultima IV combines spells and monsters from the previous three in a way which makes this game superb. You, as the Avatar, must become skilled in the Eight Virtues: Honesty, Compassion, Valor, Justice, Sacrifice, Honour, Spirituality, and Humility. You must find mystic shrines to teach you these virtues, and carry on full conversations. Awesome. $49.95.

On Your Own

Now use the Moon Gates and sextant to find the things listed in the table below in any order you choose. You need a ship to reach Serpent's Hold and the Stygian Abyss.

ITEMS FOUND ON THE SURFACE

Item	Lat.	Long.	Effect, Location, Condition
Bell of Courage	N' A"	L' A"	**vtf up foufs bcztt** USE TO ENTER ABYSS
Book of Truth ***	A' G"	A' G"	**vtf up foufs bcztt** "
Candle of Love ****	A' B"	B' G"	**vtf up foufs bcztt** "
Mondain's Skull **	P' F"	M' F"	**vtf up foufs bcztt** "
Balloon	P' C"	O' J"	Exit of **Izuimpui** dungeon HYTHLOTH
Wheel	N' H"	G' A"	**tusfohuifot tijq ivmm** STRENGTHENS SHIP HULL
Silver Horn	K' N"	C' N"	**cbojtift ebfnpot** at Humility shrine BANISHED DAEMONS
Black Stone **	I' F"	O' A"	Search Moonglow Gate
White Stone	F' A"	E' A"	**gmz** to Serpent Spine on **cbmmppo** BALLOON
Mystic Armor *	A' E"	B' G"	oak grove of **Fnqbui Bccfz** EMPATH ABBEY
Mystic Weapons *	A' P"	A' I"	academy at **tfsqfou't ipme** SERPENTS HOLD
Nightshade **	J' F"	C' O"	Reagent
Mandrake Root **	D' G"	L' G"	Reagent

* Must be a partial Avatar
** Search during new moon
*** In **mjcsbsz** west of Rob and Beth in Lycaeum
**** Behind fire in **Dpwf't** Temple

The Balloon and the White Stone

Enter the Hythloth dungeon behind Britannia, exit immediately and enter the balloon. Climb and descend to fly it, and use wind spells to steer. Fly west and north to the serpent's spine mountain range and land at the avatar symbol for the White Stone. You can also fly to Cove on the east shore of Lock Lake, otherwise accessed by entering a whirlpool while on a ship.

Elevation and Equipment

When you have all eight runes and mantras and are ready for elevation, meditate at each shrine for **uisff** THREE minutes. After acquiring the items listed above and talking to everyone for clues, buy the best weapons: three magic wands, three magic bows, one crossbow, a sling, and armor for each character. Stock up on reagents and food, then say "join" to everyone in the eight major towns to recruit your party. The only tricky ones are the Shepherd (enter Magincia, exit the gate and go south along the wall) and Geoffrey, the Fighter in Jhelom who won't join until your party reaches a high enough level. Now head for the dungeons.

Into the Dungeons

Two goals await: finding the stones at the altars and using them in the altar rooms to get the three-part key. The dungeons are connected by the altar rooms, but all three altars can be found in Hythloth—so you can save time by visiting it after acquiring all eight stones instead of going to the altar rooms in the other dungeons. The stones are also necessary for getting through the Stygian Abyss. You can raise your strength, intelligence and dexterity by touching Magical Balls in the dungeons. This will cost the character some hit points, which can be restored with a Heal spell. The sections on each dungeon tell how to get find these Balls, the stones and the altars. Peer at a gem when you first enter a maze, then check it again and compare with the directions if you get disoriented.

You can do them in any order; this path leads through the ones whose Magical Balls do the least damage, to avoid depleting hit points too quickly. You'll have to decide which characters should touch a Ball, since they only work once. When told to go up or down, in these sections, this refers to using ladders, not casting those spells. The dungeons are connected by the altar rooms, so always leave by the door you entered—especially in dungeons accessible only by boat. Otherwise you'll emerge outside a faraway dungeon when you cast an X-it spell.

THE DUNGEONS

Name	Lat.	Long.	Stone	Level	Altars	Attribute
Deceit	E′ J″	P′ A″	blue	7	t	Intelligence
Despise	E′ D″	F′ L″	yellow	5	l	Strength
Destard	K′ I″	E′ I″	red	7	c	Dexterity
Wrong	B′ E″	H′ O″	green	8	t l	Int./Str.
Covetous	B′ L″	J′ M″	orange	7	l c	Str./Dex.
Shame	G′ G″	D′ K″	purple	2	t c	Int./Dex.
Hythloth	P′ A″	O′ P″	none	-	t l c	all

The t, l and c stand for the altar rooms of Truth, Love and Courage.

Deceit

Magical Balls increase Intelligence 5 points and cost 200 hit points.

Level One: Go east two, north two, west six, north two and down.

Level Two: Follow hall south and go west through the door. South two, then go through both doors leading west. Follow hall south and enter room to the east. Continue east through two rooms and down.

Level Three: South two to the three doors. Go west to Magical Ball. Return to three doors, go east to another Magical Ball. Return to three doors and go south to wall, then east and down.

Level Four: Down.

Level Five: East four to Magical Ball. Go west through secret door, then south through the door. Follow hall to healing fountain. Return to junction, go north and down.

Level Six: Follow hall east through door and into room, exit east and climb up ladder to Level Five. Go east through room (you'll need lots of Awake spells) and down to Level Six. Follow hall north to wall, east two and south one to Magical Ball. North one, then follow hall east through falling rocks and down.

Level Seven: West one (lights out), south six, west two (dispelling energy fields as you go). Search altar for blue stone, then east and north to up ladder (but don't take it). East one, north through two doors and exit east from the room. Continue east to ladder and down.

Level Eight: Go south, then east through door and into room. Exit east and follow hall north and east, going north through door. Continue north out of the room and follow hall north and west to the wall. Go south into the altar room of truth. Exit dungeon.

Despise

Magical Balls increase Dexterity 5 points and cost 200 hit points.

Level One: East through door and follow hall to ladder. Down. (If your party is wounded, go east one from the entrance and south to the wall. Bear west to the fountain.)

Level Two: West into room and exit north. Follow hall into next room and exit west. Continue west to ladder. Down.

Level Three: South, dispelling field, to ladder. Down.

Level Four: South into room. Step on floor section in alcove in center of east wall to open and take secret exit going east. Continue east and north to Magical Ball. Follow hall back south and east to ladder and descend.

Level Five: North through secret door five steps (don't relight torch yet). Dispel field and go north one. Relight torch and dispel field to the east. Go east and south through the door; continue south to the wall and turn east. Move forward two steps and enter north door (the center one of three doors). Move one character into the secret door on northeast corner of fountain (the door that's set into the north wall). Then move another into the secret door in a wall in the southwest corner of the room (not the entrance halls). This opens an exit to the north, where you'll find the yellow stone. Go south two back to the hall, then west and north until you are able to turn south into the hall from which you entered. Go south to ladder and down.

Level Six: Follow hall north to healing fountain. Cast Down spell.

Level Seven: Bear west to ladder. Down.

Level Eight: Go north through both rooms to Magical Ball, then back south through both rooms and exit west from the second one. Follow hall into room with reapers and exit north to Magical Ball. Exit dungeon.

Destard

Magical Balls increase Strength 5 points and eat up 200 hit points.

Level One: South two, east through the wall and down.

Level Two: North two, west through the room and down.

Level Three: East into room and exit south. Follow hall south and into first door west, then north one to Ball. Return to room with four exits and go north, follow hall north to the wall; go west two and south one to Ball. Return to the four exits room, go east and down.

Level Four: Follow hall into room and exit west. Follow hall to ladder and down.

Level Five: North four, west six, north two, west to ladder and down.

Level Six: West two (lights go out) and north two to Ball. South four, east four to Ball. West two, north two and up to Level Five. East four, north four, down to Level Six. West to ladder and down.

Level Seven: South into door, west two into next door for red stone. Return to ladder and climb to Level Six. East four and down. Follow hall to ladder and down.

Level Eight: West two, north four, east through secret door and follow hall south to altar room of Courage.

Wrong

Magical Balls increase Intelligence and Dexterity five points and cost 400 hit points.

Level One: North two, turn east. Follow hall to wall and turn north. Walk through secret door and down.

Level Two: North through room and down. (If you need healing, first go east to wall and north through door to fountain.)

Level Three: South through secret door and follow hall to Ball. Go back through secret door and follow east hall past the first ladder down. Take the next one down.

Level Four: West to southern door, south through room and down.

Level Five: East four (lights go out; don't relight until Level Six), south four and down.

Level Six: West two, then south through secret door and the room beyond. Dispel fields to the south, cure poisoned characters and continue to fountain. Go through fountain to Ball, then north into main hall and go west two and south through secret door. Repeat actions with fountain and Ball here and return to main hall. Go two west, then south through secret door. Continue south, dispelling fields, to ladder and go down.

Level Seven: East into room, then exit north. Follow hall through both doors and take west hall to Magic Ball. Return to room and go to the south end. Put a character on the square northeast of the southernmost square of the room to open secret exit to the east. Exit east and down.

Level Eight: North two , west through three rooms. Follow hall and enter next room. Dispel fields in northwest corner and stand on corner square to open secret exit to west. Go west and get green stone. (You can reach the altar room of truth by going south.) Exit dungeon.

Covetous

Magical Balls increase Strength and Dexterity five points and cost 400 hit points.

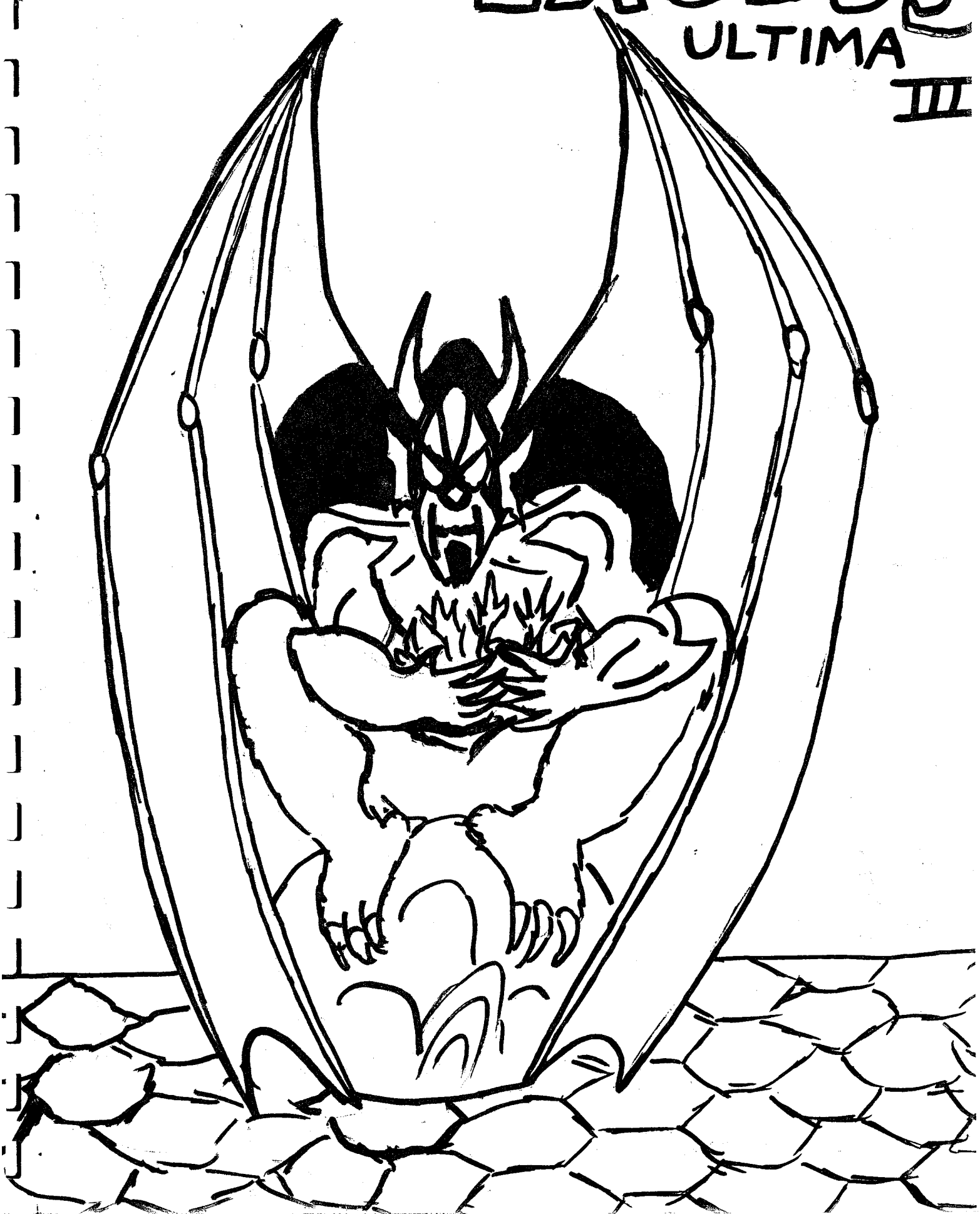
Level One: East two, south one, east two and north into room. Step on square in southwest corner to open secret exit to north. Exit north and down.

Level Two: Follow hall to ladder and down.

Level Three: Go west through three rooms. In the third, step on square in northeast corner to open secret exit west. Go west to Magical Ball. Go to middle room and step on square in southeast corner to open secret exit north. Go north through room after it and exit west from the next one. Follow west hall to door, go through it and take north hall to ladder. Down.

Level Four: South two, west three into room. Step on square in northeast corner of room to

EXODUS
ULTIMA III



ULTIMA VI
The False Prophet
I.B.M. VERSION BY ORIGIN SYSTEMS
by Tony "The Master Link" Morse

Let's get to the point: This game rules. The introduction alone is almost as good as the entire game of Ultima II. The graphics are overwhelming, and there are realistic sound effects in this Ultima, too. Each character (including you) has his/her own portrait, a close up of your face. [I wonder if Shamino is supposed to look like Richard Garriot?] For more efficient playing, races have been eliminated, along with parties (yours and enemies) having only one icon and then a combat mode. Towns, too, are just part of the map and not a single icon. This makes the game HUGE, taking up FIFTEEN disk sides. Monsters such as cyclops and dragons are bigger than life, and orcs are nonexistent (finally!) Mouse control is great, and key control has been simplified; <U>se operates any and all items in the game. But Ultima veterans will have quite a time getting use to this. Also, there is a new Auto Combat mode, in which your party fights without your direction, but won't attack non evil creatures. Quick plot check: Gargoyles have taken over the shrines and want you, the Avatar, dead. They almost succeed! (Watch the intro.) You must free the shrines and stop the Britannian-Gargoyle war. Spells also must be found in spell books.Rad.$54-$69.95.

NOTES + NOTICES

THE 1990 VIDEO GAME OF THE YEAR ELECTIONS are going on now! If you haven't recieved a ballot, Call (413) 664-8142 and vote by phone. Hurry! Voting deadline is December 1st!

NEXT ISSUE will feature the conclusion of the Ultima IV walkthrough, plus! the info on the new release of Origin's Wing Commander. Then... it's on to doom! The Dungeon of Doom, that is, the final challenge of Ultima V.

GAMES OF THE MONTH: DECEMBER 1990
Video) "Swords and Serpents" by Acclaim
Computer) "Ultima VI: The False Prophet" by Origin Systems, Inc.

ULTIMA V
Warriors of Destiny
APPLE II VERSION BY ORIGIN SYSTEMS
by Tony "The Master Link" Morse

This game is so awesome! It's the best computer RPG I've ever played. With twice the detail of Ultima IV, Warriors of Destiny comes complete with over 25 weapons, 45 spells, 24 creatures and many more surprises. You also get a cloth map, an amulet and the Book of Lore. Eight Disks long, Ultima V has a unique way of determining attributes- you are faced with about 10 decisions, and the choices you make determine your senses of Honesty, Compassion, Valor, Justice, Sacrifice, Spirituality & Humility. $44.95.

THIS MONTH'S TOP 20...

1. FINAL FANTASY
2. TMNT: FALL OF FOOT...
3. PHANTASY STAR
4. ULTIMA VI
5. DOUBLE DRAGON II
6. T.M.N.T.-ARCADE GAME
7. THE LEGEND OF ZELDA
8. FINAL FIGHT
9. XEXYZ
10. SNAKE'S REVENGE
11. Y'S: VANQUISHED OMEN
12. THE GUARDIAN LEGEND
13. NINJA GAIDEN
14. ADVENTURE OF LINK
15. DOUBLE DRAGON
16. SUPER MARIO BROS. 2
17. WILLOW
18. MERCS
19. SUPER MARIO BROS. 3
20. ULTIMA V

THE VIDIOTS HONOR ROLL

TONY MORSE	XZ	FINISHED
TONY MORSE	TM	FINISHED
TONY MORSE	RR	FINISHED
SHAWN DUMAS	FF	FINISHED
NEAL MULCAHY	BM	FINISHED
TONY MORSE & AARON FOSSER	CA	FINISHED

XZ = Xexyz
TM = Teenage Mutant Ninja Turtles: Fall of the Foot Clan
RR = Rescue Rangers
FF = Final Fantasy
BM = Batman: The Movie
CA = Cabal

ULTIMA: EXODUS
(N.E.S. Version)
(FCI) written by Tony "Link" Morse

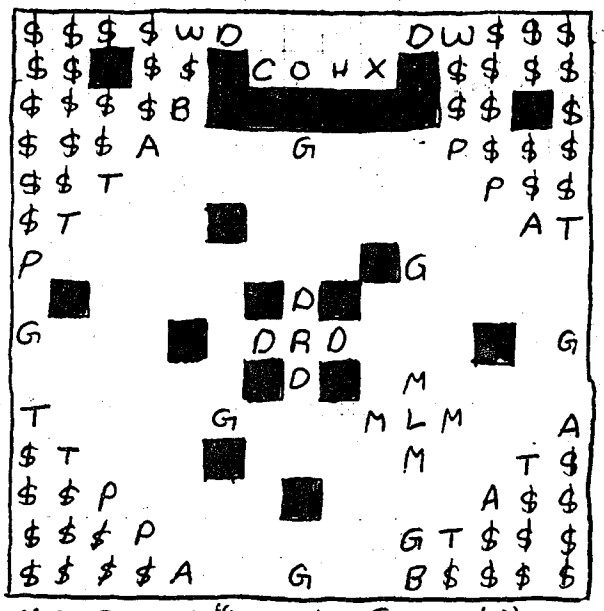
I finally got a taste of Ultima. I love it! Incredibly difficult, but FCI did a great job. Complete with battery-memory, Ultima is as good as any computer version, and easy to understand controls. This one is similar to Ultima III. You control a four-charectar party and have 100 hours (real time) to stop the evil Exodus Island from destroying the land. Fight scenes are just like true RPG's. Spells: Dozens. Charecter combinations: Thousands. Terriffic game, cool graphics, but music gets annoying in time. $54.95 but worth it.

The Current Top 100...[T= This Month, L= Last Month]

T	L	
1	1	THE LEGEND OF ZELDA
2	2	ULTIMA V
3	4	ZELDA II- ADV. OF LINK
4	3	MEGA MAN II
5	5	NINJA GAIDEN
6	6	GUZZLER
7	7	METROID
8	8	ULTIMA: EXODUS
9	9	DOUBLE DRAGON
10	10	SUPER MARIO BROS.

T	L	
11	11	KING'S QUEST IV
12	12	ARCADE T.M.N.T.
13	13	SUPER MARIO BROS. 2
14	14	MEGA MAN
15	15	EXODUS: ULTIMA III
16	16	ULTIMA IV: QUEST OF THE AVATAR
17	17	TEENAGE MUTANT NINJA TURTLES
18	18	DRAGON WARRIOR
19	19	ELEVATOR ACTION
20	20	TIGER-HELI
21	21	JACKAL
22	22	MIKE TYSON'S PUNCH-OUT!!
23	23	MIGHT AND MAGIC BOOK TWO
24	24	SUPER MARIO BROS. 3
25	25	GOLDEN AXE
26	26	RAMPAGE
27	30	DOUBLE DRAGON II
28	27	TETRIS
29	28	LEATHER GODDESSES OF PHOBOS
30	29	SLALOM
31	31	R.C. PRO AM
32	40	FINAL FANTASY
33	32	BARD'S TALE III
34	33	KID ICARUS
35	34	PLAYCHOICE-10
36	35	SUPER PITFALL
37	36	MARIO BROS.
38	47	WIZARDS & WARRIORS
39	38	NINJA GAIDEN II
40	39	SHINOBI
41	41	MARBLE MADNESS
42	42	ARCHON II
43	51	FINAL FIGHT
44	43	GRADIUS
45	44	ASTYANAX
46	45	BASES LOADED
47	46	METAL GEAR
48	47	ULTIMA I: FIRST AGE OF DARKNESS
49	129	ULTIMA VI: THE FALSE PROPHET
50	48	SHADOWGATE
51	49	CROSSBOW
52	50	PICK-AXE PETE
53	52	CRYSTAL CASTLES
54	53	JUNO FIRST
55	54	KID NIKI
56	55	MACH RIDER
57	56	PRO WRESTLING
58	57	TOURNAMENT ARKANOID
59	58	DONKEY KONG
60	61	MERCS
61	59	DONKEY KONG JR.
62	60	GAUNTLET II
63	81	PHANTASY STAR
64	65	WILLOW
65	62	BLASTER MASTER
66	79	METAL GEAR II: SNAKE'S REVENGE
67	63	QIX
68	64	STRIDER
69	66	CASTLEVANIA
70	67	DEMOLITION DERBY
71	68	PAC-MAN
72	69	GUN.SMOKE
73	70	ULTIMA II: REVENGE OF ENCHANTRESS
74	71	CONTRA
75	72	ZORK ZERO: THE REVENGE OF MEGABOZ
76	73	THE ADVENTURES OF BAYOU BILLY
77	74	TOP GUN: THE SECOND MISSION
78	75	ALTERED BEAST
79	76	BLADES OF STEEL
80	77	AFTER BURNER
81	78	KING'S QUEST III:TO HEIR IS HUMAN
82	80	SOLOMON'S KEY
83	82	ALIENS: THE COMPUTER GAME
84	83	BARD'S TALE I
85	84	GYROMITE
86	85	H.E.R.O.
87	86	HARDBALL!
88	87	INFIDEL
89	88	KARATEKA
90	89	OPERATION WOLF
91	90	RAMBO: FIRST BLOOD PART II
92	91	RYGAR
93	NR	SWORDS AND SERPENTS
94	92	THE MAIN EVENT
95	93	THE MASK OF THE SUN
96	94	TRINITY
97	95	WIZARDRY V:HEART OF THE MAELSTROM
98	96	LIFE FORCE
99	97	SUPER "C"
100	98	BASEBALL STARS

CAVE OF FOOL L8



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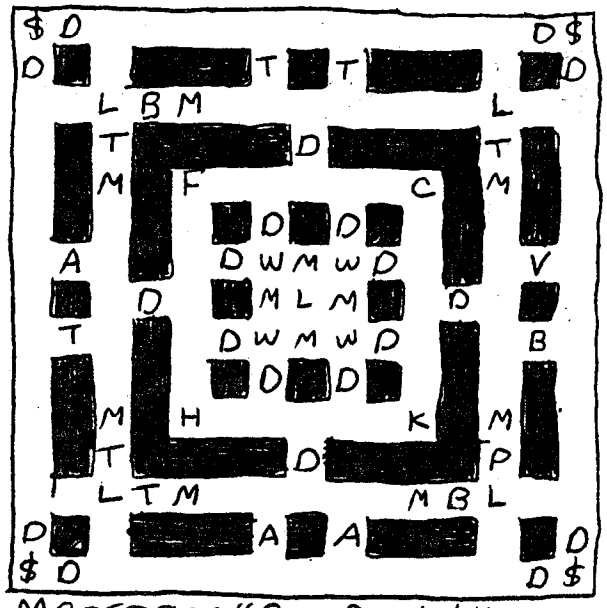
CAVE OF GOLD L8



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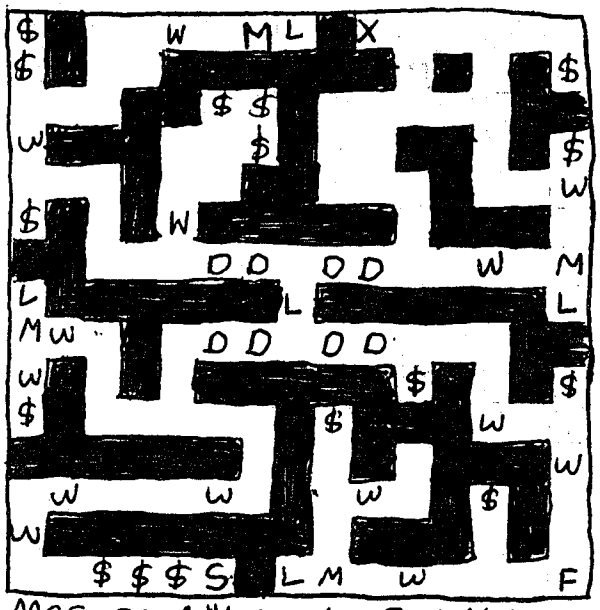
CAVE OF SOL L8



Message: "Windy Gold!"

DUNGEON MAPS FOR

NES ULTIMA: EXODUS

NOTE: Maps will be slightly different for the computer version of "EXODUS: Ultima III"

SYMBOL EXPLANATION:

$ - TREASURE	C - CURE FOUNTAIN	V - COLD
T - TRAP	P - POISON TRAP	M - MESSAGE
G - GREMLINS	O - POISON FTN.	L - LADDER
D - DOOR	H - MAX HP FTN.	A - GAS TRAP (Poison 4)
W - WINDS	X - -50 HP FTN.	B - BIG TRAP (Hurts 4)

MARKS!

K - KING

F - FIRE

R - FORCE

S - SNAKE

The Vidiots' Scoreboard

"A MONTHLY PUBLICATION BY THE VIDIOTS"
VOL. 7 NO. 2 ISS. 32

TMNT

1990 Game of the YEAR

ITIMA T

"THE VIDIOTS' SCOREBOARD"
Volume Seven Number TWO Issue 32
February 1991

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Hello Vidiots, and that time has finally arrived! The 1990 Vidiots Game Awards. All the best games are here, and everybody's just itching to find out about the winners. But don't overlook the review of the red-hot new game Mercs, and another hot one on the N.E.S. market, Xexyz. Also check out Rescue Rangers, and the finale of the walkthrough of Ultima IV. And, of course, our regular features, like the month's top 20 and the all-time Top 100. They're some big changes on that one after the Game of The Year Awards, as well as a NEW Number One Game of All-Time. And next month: the guide to DOOM!

Tony "The Master Link" Morse

Tony "The Master Link" Morse,
Vidiots President & reigining demi-god

MERCS

ARCADE VERSION BY CAPCOM
by Tony "The Master Link" Morse

This is the best military combat game you will ever see. The graphics are unbelievable, from flamethrowers to tanks to landslides to hovercrafts to nuclear missles. Game play is basically simple: Kill everything you see and pick up whatever looks useful. For 50 cents you get one life with a nice large power meter which can not only be filled but lengthened. Bosses are incredibly tough. But you have a secret weapon: three smart bombs. You can also take over certain enemy crafts if you're smart (and agile) enough to destroy its pilot without blowing it up. One of the best games.

XEXYZ

N.E.S. VERSION BY HUDSON SOFT
by Tony "The Master Link" Morse

Hudson bought a major publicity campaign for this game, and it worked. Xexyz got noticed, and it's a hit. You are a young space fighter attempting to free the new space nation, Xexyz, from the evil control of the Mechanic Kingdom. The music is good, and the graphics are very Mega Man II-ish; in other words, detailed and fantastic. There are different games within this game: shooting stages like Gradius, adventure stages like Battle of Olympus, and boss scenes like in Metroid and Adventure Island. A definate hot title! A tad on the easy side, though. Absolutely check it out!

RESCUE RANGERS

N.E.S. VERSION BY CAPCOM
by Tony "The Master Link" Morse

If you're looking for a relaxing, easy and fun to beat game, this is it. The animation of the characters is superb. The play control is easy to use and the entire game is just plain fun. As Chip or Dale (or both in two-player simultaneous) you must find your way to Fat Cat's headquarters and save Gadget. I'm not familiar with the cartoon, but those who are tell me that the game is based on it to a very predictable degree; i.e., you'll know what you're facing and how to kill it if you know what happens in the cartoon. I actually liked it. $54.99

THIS MONTH'S TOP 20

1. FINAL FANTASY
2. T.M.N.T.-ARCADE GAME
3. ULTIMA VI
4. MARBLE MADNESS
5. CLASH AT DEMONHEAD
6. THE LEGEND OF ZELDA
7. RIVER CITY RANSOM
8. MEGA MAN II
9. RESCUE RANGERS
10. SUPER MARIO BROS. 3
11. SUPER OFF-ROAD
12. T.M.N.T:FALL OF FOOT
13. PHANTASY STAR
14. DOUBLE DRAGON II
15. FINAL FIGHT
16. XEXYZ
17. SNAKE'S REVENGE
18. Y'S:VANQUISHED OMEN
19. GUARDIAN LEGEND
20. NINJA GAIDEN

reveal similar square in center of west side. Dispel fields to reach it, then go west and down.

Level Five: Down. (Lots of gold on this level, if you need it.)

Level Six: North two to Magical Ball. South four, west four to another Ball. East two, south two to a third one. North four, east two and down.

Level Seven: West to down ladder (but don't take it), north twice and east through secret door for orange stone. Exit Dungeon. (It's not necessary for this solution, but you can go west through two secret doors and continue west through two rooms to ladder. Then down to Level Eight and east and north to altar room of love, or west and south to altar room of courage.)

Shame

Sail down the river from H' F" C' A" to this one. Magical Balls increase intelligence and strength five points and cost 400 hit points.

Level One: Down to Level Seven and cast Z to Level Eight.

Level Eight: Follow the west hall into room. Through secret doors in southern walls, go south in this and the next room. In the third room, go west via secret door to healing fountain. Walk through it to Magical Ball. Advance to next Ball, then east back into room. Now go north through two rooms, using secret doors in top middle wall of the second one. (If you want to visit the altar rooms from here: go north through third room and take west hall to altar of truth; go north instead and you'll reach altar room of courage.) Step on square in center of room to open secret exit west, follow hall to ladder. Up.

Level Seven: West three and up ladder.

Level Six: East two and up ladder.

Level Five: Follow hall and go north through door, then up ladder.

Level Four: Follow hall into room and go east through three rooms. Advance to the Magical Ball. Return to the door and go north to another Magical Ball, then on to the healing fountain. (The other fountain, beyond the first Ball, also heals.) Cast Y to go up.

Level Three: West to four-way junction, take north door through room and up ladder.

Level Two: South to a wall, then east to a wall. Follow hall south to altar for purple stone. Follow hall back north to the first place you can turn left into a new hall (not just turn left in the same one). West two, turn north and dispel field. Advance to up ladder.

Level One: Follow north hall into room and put a character on the square in the small alcove of the northeast corner to open the secret northern exit. Go north and put someone on the square directly over the the lower right of the three white circles to open a secret northern exit. Follow hall north to Magical Ball, then exit dungeon.

Hythloth and the Altar Rooms

Magical Balls increase all traits five points and cost 800 hit points, so you'll need some resurrection spells. All three altar rooms are accessible from Level Eight, but you need all eight stones to reach and use the altar rooms. By using "stones" when a character is atop an altar, you obtain a piece of the three-part key at each one. For Truth: blue, green, purple, white. For Love: yellow, green, orange, white. For Courage: red, orange, purple, white.

Level One: Jimmy lock behind Castle Britannia and descend to Level Eight. (If you just want to reach the Magical Balls, skip the next section.)

Level Eight: Peer at a gem and you'll see Truth in the far northwest corner, Love in the short hall going north and Courage far to the northeast. To reach Courage, follow hall north (dispelling field) to the wall, go east one and north into room. Put a man on the square in the northwest corner to open secret exit east. Go east into the next room and exit north. Take door to the north to enter altar room of Courage. Exit south and enter south door, then walk through secret door in west wall. Exit south in the next room, then go south and dispel field to your west. Follow the hall to the ladder by which you entered, turn west and dispel the first field. Follow the hall north to enter the altar room of Love. Exit south, go south one and dispel the field. Turn west and dispel the next two fields and follow this hall to the altar room of Truth. Exit south and follow hall to the ladder, dispelling fields as you go.

Level Eight: If you don't want to go to to the altar rooms or have already done so, go south and dispel the field, then follow hall beyond the ladder and climb.

Level Seven: West two, south two, up ladder.

Level Six: Cast Up spell.

Level Five: Follow hall south and west to Magical Ball. Go back east and north to ladder, then west to another Magical Ball. Go east past first ladder, follow hall to second ladder and climb.

Level Four: East two, down ladder to Level Five, east and climb to Level Four. West into room, then exit north. Follow hall into next room, exit west and climb.

Level Three: North six, west two to Magical Ball. Go east into next room and exit north. Follow hall to healing fountain. Return to previous room and exit south. Continue south through next room and go east to ladder and up.

Level Two: East to the wall, south through door. Follow either hall to ladder and up.

Level One: South and east to Magical Ball. West two, north to ladder and up.

The Stygian Abyss

Sail east from Serpent's Hold into the Pirate's bay. After each combat, exit ship and move onto next one to reach east shore. (Use the Wheel to strengthen your ship if damaged severely.) Go east and south to O' J", O' J", the entrance. Use the skull, bell, book and candle to enter the Abyss.

Level One: Follow hall east through three rooms, then south to a large room with several walls on the left. Go east two and north two and use stone at the altar. Answers: honesty and blue. Down.

Level Two: Go south through two rooms and east through two. After exiting the second one into a hall, go east one, north four, then east through a secret door. Continue east (dispelling fields) and use stone at altar. Answers: compassion and yellow. Down.

Level Three: South two and exit room west. Continue west through one room to the altar. Use stone. Answers: valor and red.

Level Four: East three, then east through secret door. Go through secret doors in north wall of next rooms until you face orange wall, then east four and dispel the field. Continue east into the room and exit north. Exit north from next room. Use stone. Answers: justice and green.

Level Five: South to the wall and east through the door into a room. Step on square in corner of northeast alcove, behind fields, to open secret exit. South into next room and step on square in lower southeast corner to open secret exit south into next room. There you must step on fire square below three mountains to open secret exit east. Go east to altar. Use stone. Answers: sacrifice and orange. Down.

Level Six: South two, west two, south one and east though door. Go east again and exit south from the next room. Exit the next room west, the next south, the next east, the next north, and the next east. Dispel field caging the balron in northeast corner and step on square he occupied, which opens secret exit south. Go south and step on square in center alcove behind fields, in northeast corner of room. Dispel field at south end and step on southeast square to open bridge. Cross bridge and exit south, Exit next room east, and go south from the next one. Go east to altar and use stone. Answers: honor and purple.

Level Seven: West one, north into room. Exit north and go west into next room. Exit north and go west. Step on square in wall of the southeast corner to open partitioned area, then stand in the crook of the backwards "L" to open secret exit north. Go north and enter west door. Send your eighth character two south and one west to open secret exit north. After leaving room, go north and west to altar and use stone. Answers: spirituality and white.

Level Eight: Go south and east through the door into a room and exit east. Step on square in northeast corner to move bricks from square in the southwest corner, which opens secret exit north. Follow hall into next room and exit it south. Step on square in wall of southeast corner to activate similar square below balron. Slay balron and step on square he occupied to activate square at top of cage. Step on that square to open secret exit south. Use stone at altar. Answers: humility and black.

The Chamber of the Codex

Answers: veramocor, honesty, compassion, valor, justice, sacrifice, honor, spirituality, humility, truth, love, courage, infinity.

THE 1990 VIDEO GAME OF THE YEAR AWARD

Honorable Mention:
ULTIMA: EXODUS by FCI
FINAL FIGHT by CAPCOM

5th Place:
SHADOWGATE by KEMCO/SEIKA

4th Place:
NINJA GAIDEN II by TECMO

3rd Place:
SUPER MARIO BROS. 3 by NINTENDO

2nd Place:
FINAL FANTASY by NINTENDO

And the 1990 Video Game of the Year is:

The Arcade Version of TEENAGE MUTANT NINJA TURTLES

by Konami

Winner determined by a poll of all Vidiots from the twelve Video Games of the Month of 1990 conducted from November 1 to November 23. One assumption vote was made in order to meet the deadline and one Vidiot was ruled ineligible to vote.

NOTES + NOTICES

We hope you all had a great Christmas! And over the next couple of issues, we'll have a Christmas wrap-up, reviewing all the hot new games, hopefully including Dr. Mario, Mega Man III, and N.E.S. T.M.N.T. II.

NEW GAME OF THE MONTH POLICY: We have decided to merge the Games of the Month into one category instead of seperating Video and Computer. So the Game of the Month of January 1991 is: "Teenage Mutant Ninja Turtles: Fall of the Foot Clan" by Ultra.

SUBSCRIPTION RATE INCREASE! Now that the newsletter has expanded,the subscription rate will increase to $5/yr.

390 COMPUTER GAME OF THE YEAR AWARD

Honorable Mention:
TRINITY by INFOCOM
INFIDEL by INFOCOM

5th Place:
KING'S QUEST III by SIERRA

4th Place:
ULTIMA IV by ORIGIN SYSTEMS

3rd Place:
ULTIMA I by ORIGIN SYSTEMS

2nd Place:
ULTIMA VI by ORIGIN SYSTEMS

And the 1990 Computer Game of the Year is:

ULTIMA V: WARRIORS OF DESTINY

by Origin Systems

Winner determined by a poll of the Vidiots from among the twelve Computer Games of the month conducted from November 1 to November 23. Not all Vidiots polled chose to vote in this category.

THE VIDIOTS HONOR ROLL

Player(s)	Game	Score
Jen Mulcahy	FF	Finished
Tony Morse	CO	889,300
Tony Morse	TE	99,380 174 Lines
Shawn Dumas	MM	Finished Without Dying
Tony Morse	TM	Finished w/o losing a turtle

FF = Final Fantasy
CO = Contra
TE = Tetris
MM = Mega Man
TM = Teenage Mutant Ninja Turtles: Fall of the Foot Clan

1990 BEST GRAPHICS OF THE YEAR AWARD

Which game gives you that sense of realism, makes you believe those characters are actually real? We asked, and you answered, in the Best Graphics category. And the winner is

SUPER MARIO BROS. 3 by Nintendo

SCORING BREAKDOWN:

SUPER MARIO BROS. 3	46 points
FINAL FIGHT	42 points
NINJA GAIDEN II	36 points
T.M.N.T. (ARCADE VERSION)	34 points
SHADOWGATE	32 points

1990 BEST ACTION/ ADV. OF THE YEAR AWARD

Simply put, what game out there has the very best mix of fast action and fast-thinking adventure? There's a lot of good ones, but only one is the best. And the winner is

TEENAGE MUTANT NINJA TURTLES by Konami

SCORING BREAKDOWN:

T.M.N.T. (ARCADE VERSION)	58 points
NINJA GAIDEN II	46 points
DOUBLE DRAGON II	40 points
FINAL FIGHT	34 points
TWIN EAGLE	28 points

1990 BEST ROLE PLAYING OF THE YEAR AWARD

How many games made you feel that you were actually in them? Were you really that noble adventurer? Did you command those valiant heroes? In these games you did. The winner is

FINAL FANTASY by Nintendo

SCORING BREAKDOWN:

FINAL FANTASY	56 points
PHANTASY STAR	46 points
ULTIMA VI	44 points
SHADOWGATE	36 points
SWORDS AND SERPENTS	28 points

1990 BEST BAD GUY OF THE YEAR AWARD

We here at the Vidiots thought it would be fun to create this category to see which one of your nemeses you love to hate the most. The only unanimous winner of any award is

CHAOS from Final Fantasy

SCORING BREAKDOWN:

CHAOS (Final Fantasy)	50 points
AHSTAR (Ninja Gaiden II)	28 points
SHADOW WARRIOR (D. D. II)	24 points
BOWSER (Super Mario 3)	22 points
THE BEHEMOTH (Sh'd'wgate)	20 points

1990 BEST MUSIC/SOUND OF THE YEAR AWARD

What game makes you want to keep the sound on instead of turning on the stereo? The one with the Best Music and the best Soundtrack. And the winner is

SUPER MARIO BROS. 3 by Nintendo

SCORING BREAKDOWN:

SUPER MARIO BROS. 3	52 points
NINJA GAIDEN II	50 points
T.M.N.T. (ARCADE VERSION)	46 points
TETRIS	32 points
SHADOWGATE	30 points

1990 BEST ENDING OF THE YEAR AWARD

After all is said and done, which game made it worth it all? What ending was worth spending all those hours to see? This was a very close race, and the winner is

FINAL FANTASY by Nintendo

SCORING BREAKDOWN:

FINAL FANTASY	54 points
NINJA GAIDEN II	52 points
ASTYANAX	42 points
DOUBLE DRAGON II	40 points
SHADOWGATE	26 points

1990 BEST SEQUEL OF THE YEAR AWARD

You've loved their predecesors, and now the best games are back... as sequels! Which game is the best on its next trip around? In a year full of sequels, the winner is

SUPER MARIO BROS. 3 by Nintendo

SCORING BREAKDOWN:

SUPER MARIO BROS. 3	60 points
NINJA GAIDEN II	52 points
ULTIMA VI	38 points
DOUBLE DRAGON II	34 points
IRONSWORD	26 points

1990 BEST BAD GIRL OF THE YEAR AWARD

In recent months a few females have joined the ranks of the Vidiots, and this category was created primarily to avoid having them call us sexist. And the winner is

KARY from Final Fantasy

SCORING BREAKDOWN:

KARY (Final Fantasy)	46 points
WENDY O. KOOPA (S.M.B. 3)	36 points
POISON (Final Fight)	30 points
LINDA (Double Dragon II)	24 points
MINAX (Ultima II ReRelease)	14 points

FINAL FANTAS

The Current Top 100... (T = This Month, L = Last Month)

T	L		
1	2	ULTIMA V: WARRIORS OF DESTINY	(Origin)
2	1	THE LEGEND OF ZELDA	(Nintendo)
3	12	T.M.N.T.- THE ARCADE GAME	(Konami/Ultra)
4	4	MEGA MAN II	(Capcom)
5	3	ZELDA II- THE ADVENTURE OF LINK	(Nintendo)
6	5	NINJA GAIDEN	(Tecmo)
7	8	ULTIMA: EXODUS	(FCI)
8	6	GUZZLER	(Centuri)
9	7	METROID	(Nintendo)
10	9	DOUBLE DRAGON	(Taito/Tradewest)

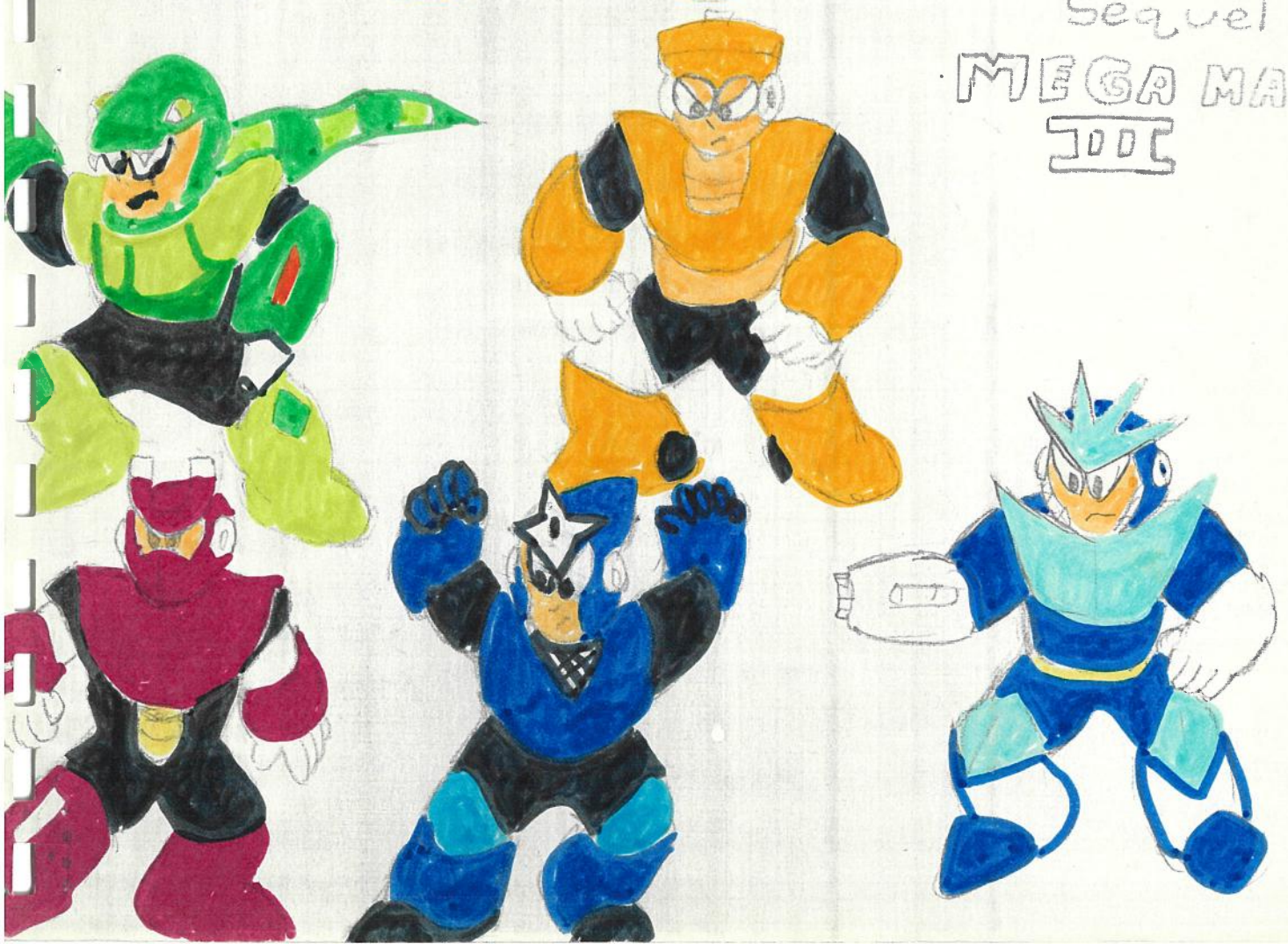
T	L	
11	10	Super Mario Bros. (Nintendo)
12	11	King's Quest IV (Sierra)
13	13	Super Mario Bros. 2 (Nintendo)
14	32	Final Fantasy (Nintendo)
15	24	Super Mario Bros. 3 (Nintendo)
16	16	Ultima IV (Origin)
17	14	Mega Man (Capcom)
18	15	Exodus: Ultima III (Origin)
19	17	T.M.N.T. N.E.S. Version (Ultra)
20	18	Dragon Warrior (Nintendo)
21	49	Ultima VI (Origin)
22	19	Elevator Action (Origin)
23	39	Ninja Gaiden II (Tecmo)
24	20	Tiger-Heli (Taito/Acclaim)
25	21	Jackal (Konami)
26	48	Ultima I (Origin)
27	22	Mike Tyson Punch-Out (Nintendo)
28	23	Might And Magic II (New World)
29	27	Double Dragon 2(Technos/Acclaim)
30	25	Golden Axe (Sega)
31	26	Rampage (Bally/Midway)
32	28	Tetris (Nintendo)
33	43	Final Fight (Capcom)
34	50	Shadowgate (Kemco/Sieka)
35	29	Leather Goddesses... (Infocom)
36	30	Slalom (Nintendo)
37	31	R.C. Pro-Am (Nintendo)
38	33	Bard's Tale 3 (Electronic Arts)
39	34	Kid Icarus (Nintendo)
40	35	Playchoice-10 (Nintendo)
41	36	Marble Madness (Milton Bradley)
42	36	Super Pitfall (Activision)
43	37	Mario Bros. (Nintendo)
44	38	Wizards & Warriors (Acclaim)
45	81	King's Quest III (Sierra)
46	40	Shinobi (Sega)
47	42	Archon II
48	88	Infidel (Infocom)
49	96	Trinity (Infocom)
50	44	Gradius (Konami)
51	45	Astyanax (Jaleco)
52	46	Bases Loaded (Jaleco)
53	47	Metal Gear (Ultra)
54	51	Crossbow (Exidy)
55	52	Pick-Axe Pete (Odyssey)
56	131	TMNT:Fall of the Foot Clan(Ultra)
57	63	Phantasy Star (Sega)
58	53	Crystal Castles (Atari)
59	54	Juno First (Gottlieb)
60	55	Kid Niki (Data East)
61	56	Mach Rider (Nintendo)
62	57	Pro Wrestling (Nintendo)
63	58	Tournament Arkanoid (Romstar)
64	59	Donkey Kong (Nintendo)
65	60	Mercs (Capcom)
66	61	Donkey Kong Jr. (Nintendo)
67	62	Gauntlet II (Atari)
68	66	Snake's Revenge (Ultra)
69	64	Willow (Capcom)
70	65	Blaster Master (Sunsoft)
71	67	Qix (Nintendo)
72	68	Strider (Capcom)
73	69	Castlevania (Konami)
74	70	Demolition Derby (Bally/Midway)
75	71	Pac-Man (Bally/Midway)
76	72	Gun.Smoke (Capcom)
77	73	Ultima II (Origin)
78	74	Contra (Konami)
79	75	Zork Zero (Infocom)
80	76	Adventures of Bayou Billy(Konami)
81	77	Top Gun: Second Mission (Konami)
82	78	Altered Beast (Sega)
83	79	Blades of Steel (Konami)
84	80	After Burner (Sega)
85	82	Solomon's Key (Tecmo)
86	83	Aliens: The Computer Game
87	84	Bard's Tale I (Electronic Arts)
88	85	Gyromite (Nintendo)
89	86	H.E.R.O. (Activision)
90	87	Hardball! (Accolade)
91	89	Karateka (Broderbund)
92	90	Operation Wolf (Taito)
93	91	Rambo: First Blood Part II
94	92	Rygar (Tecmo)
95	93	Swords and Serpents (Acclaim)
96	94	The Main Event (Konami)
97	95	The Mask of the Sun (Broderbund)
98	97	Wizardry V (Sir Tech)
99	98	Life Force (Konami)
100	99	Super C (Konami)

King's Quest III
1989 Computer Game of the Year

The Vidiots' Scoreboard

A MONTHLY PUBLICATION BY THE VIDIOTS
Volume Seven No. Three
Issue #33

IN THIS ISSUE:
The Hot New Sequel
MEGA MAN III



"THE VIDIOTS' SCOREBOARD"
Volume Seven Number Two Issue 33
Sometime around January, 1991

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Well, hello again, Vidiots. We've got lots of new stuff for ya this issue, including the brand new Mega Man 3. But we've also got Prince of Persia, a new I.B.M. adventure game that looks really great. We've also got Flying Dragon, which looks like it's going to be the surprise hit of the year. And there's the Ultima V walkthrough of the Dungeon of Doom . And good old Donna at Origin is working hard on getting us the inside info on the upcoming Ultima VII. And soon we'll have the eagerly awaited N.E.S. conversion of Ultima: Quest of the Avatar and N.E.S. "Teenage Mutant Ninja Turtles II- The Arcade Game."

Tony The Master Link Morse

Tony "The Master Link" Morse,
Vidiots' President & reigning demi-god

BLOCK OUT

I.B.M. VERSION BY CALIFORNIA DREAMS
by Tony "The Master Link" Morse

Everywhere else I've seen this game it is advertised as Welltris. Basically what it is is the sequel to Tetris. It's 3-d; instead of looking at the well, you're looking down it. You can spin the peices in eight directions and turn them over to sort of reverse them. The object is to complete levels of the well. If you fill the well the game is over. The graphics are fantastic; we're talkin' Wing Commander quality. You can also set the length, width and depth of the well, as well as the type of blocks and the starting speed, which increases with your score. Get this!

A BOY AND HIS BLOB

N.E.S. VERSION BY ABSOLUTE
by Tony "The Master Link" Morse

This is one weird game. Written by David Crane, of Pitfall fame, you must free the planet Blobolonia from the evil blob ruler. You, as a boy, have a blob which changes its shape according to the type of jellybean you feed it. Controlling this process is very annoying and difficult. Before trekking to Blobolonia you must first retrieve underground treasure here on Earth and buy vitamins for the one weapon you need to win: the Vita Blaster, which you can't use without its ammunition. Oh: Try feeding Blob a Ketchup jellybean while he's changing. The game's hard, but kind of fun.

IVAN "IRONMAN" STUART'S

SUPER OFF-ROAD

N.E.S. VERSION BY TRADEWEST
by Tony "The Master Link" Morse

I don't know about this game. It's quite similiar to R.C. Pro-Am, but I'll be honest here: Graphics suck, it's no comparison to the arcade version, and it's a real pain to learn how to control it. But there's just something addicting about this game that makes it fun in its own weird way. You have to collect money and items on the track you race on and money buys special items like shocks, nitro, accelerators, etc. If you're a big fan of race games, you'll probably like it. If you just like the occasional race game, you'll be taking your chances.

FLYING DRAGON

N.E.S. VERSION BY CULTURE BRAIN
by Tony "The Master Link" Morse

This is one good game. You are some sort of karate dude and you have to beat the Tusk Warriors in the Major Contact Sports of the World in order to stop their world domination plans. You have the interesting ability to see your opponent's weak points and your own during battle to help you. There are 3 stage types: The Journey, a basic kill-'em-n-find-the-exit shot. Then their's the long and annoying Training, and the one on one tournaments. Music is really cool, and the graphics are excellent. A must for the Ninja and Karate lovers. One warning: Don't rely on the passwords!

HEAVY BARREL

N.E.S. VERSION BY DATA EAST
by Shawn "The Shredder" Dumas

In this game you must charge through many multiple amounts of levels looking for pieces of the super weapon known as (of course) "Heavy Barrel." Along the way you also find really original weapons such as spread guns and flamethrowers. If you die you're stuck with your basic pop gun and water balloons. The enemies can sometimes pile up on you. The best thing about this game is that you can play two players simultaneously and get your partner ticked off by stealing all the keys before he can. That is about the limit to the thrill of this game. $19.99-24.99.

The One True Path Through Doom

Doom Requirements:

You need to have the Magic Carpet, the Grappling Hook, the Amulet and Scepter of Lord British, his Crown will aid you immensely in Dungeon Doom, also. It is a good idea to be well stocked in both spells and reagents.

The Shadowlords must all be defeated prior to entering Doom or else you will have to face them on thier own terms, and that always means death.

The Underworld:

To get to Doom, you must go through Dungeon Shame and exit it into the Underworld. Next, you need to travel to the farthest point east that can be reached from here. Now, cast the spell "In Por" and designate the direction East. you will be teleported into the central region of the Underworld.

From this point, you will need to use the Magic Carpet to travel across the deep waters surrounding the Isle of Doom, you will take damage from this, but you should be able to make it across intact. Now, work your way up one of the lava filled tunnels to the Darkness around Doom. Use the Amulet to cross the Darkness safely. Once you are at the blocked entrance to Doom, yell the word "VERAMOCOR" and the way will be opened.

Level 1:

Upon entering Doom, you will be in a room with unbreakable force fields for walls. Use the Sceptre while standing next to a portion of the south wall. Leave the room through through the opening created.

You will now be standing in a corridor that you must follow to the end where you will find a ladder leading down. Use it.

Level 2:

Turn to face the east, move forward one space, turn left, move forward two spaces, then turn left. Climb down the ladder in front of you.

Level 3:

Turn to the east, move forward two spaces, turn right and search the wall in front of you. Go through the secret door you find and follow the hallway to the end where you will see another door. (If you have the Crown, I suggest putting it on before entering this room.)

Go through the doorway, into a room with three Daemons sitting around a ladder and numerous Wisps hiding behind the walls. There is a force field barring your way to the ladder, use the Sceptre on it then climb down the ladder.

Level 4:

You now should be standing in a space with a ladder leading both up and down. Climb down to the next level.

Level 5:

Turn until you face west, then move to the hole in the ceiling. Climb up the hole.

Level 4: (Second time)

Turn to the north, move forward two spaces, turn to the east, move forward one space, then search the space ahead of you. A pit should appear. Move on top of the pit, then climb down.

Level 5: (Second time)

You should be facing east at this point, if not, then do so. Move forward two spaces, turn to the north, move forward until you come to a hole in the ceiling. Climb up.

Level 4: (Third time)

Turn to the west, move forward one space, turn to the south,move forward two spaces, turn to the west, search the space ahead of you. A hidden pit will appear. Climb down.

Level 5: (Third time)

Climb down the ladder.

Level 6:

Follow the corridor to its' end then enter the doorway there. Leave this room to the north. Once out of the room, move forward to the ladder at the end of this hall then climb down.

Level 7:

Turn to the south then enter the room at the end of this hallway. This is probably the hardest portion of Dungeon Doom, so be prepared for battle. There is a ladder in the middle of this room covered up by a Sand Trap. When you get the chance, climb down it into the next level.

Level 8:

You enter this level in a room full of Dragons and Sea Serpents, and also, no visible way to get across the water to the exit on the west side of the screen. Use a missile weapon to hit the walls in the northwest corner of the room. One of them will create a bridge across the water, and incidentally, also release a horde of Mongbats. Leave this room to the west then climb the ladder at the end of this hall.

Level 7: (Second time)

You come up in a room with a Reaper, several Mongbats and and exit on the west side. Ignore this exit, you will need to leave this room to the south. To do so, you need to hit the wall east of the grill that covers the hole you used to get into this room. This will open up a space to the north of you. Move into the newly opened area then hit the wall two spaces north of the space you previously hit. This opens up an area to the south. Go to that area and hit the wall two spaces to the south of the first wall you hit. This action opens up two more exits from the room, leave through the south one. Once out of the room, search the space ahead of you and you will find a pit to climb down.

Level 8: (Second time)

Turn to the west then move to the ladder at the end of the hall. Climb up this ladder.

Level 7: (Third time)

Move forward one space then search the space ahead of you. A pit will be revealed. Don't go down this on, instead, move onto the pit, turn left, move forward one space, and search the space ahead. Climb down the pit that appears this time.

Level 8: (Third time)

You again enter this level in a room, this one is full of Sharks and Wisps. There also appears to be an exit to the north, this is false as you will see when you try to leave through it. It closes off when you step in the spaces near it. But you need to step in the middle space in front of it to open up the northeast corner of the room. Move a character into this space then hit the north wall. An exit to the east will open up for you to use. (If it doesn't open up, you probably hit the wrong space, so try again on a different one.) Climb the ladder at the end of this hall.

Level 7: (Last time)

The room you come up in has an force field across the middle of it that will have to be destroyed to allow you to contionue. But be careful, because if anyone (or anything) steps on the ground two spaces east of the ladder, the area on your side of the force field will be flooded with molten rock.

Leave this room to the east. Search the space ahead to reveal the pit into Lord British's prison. Climb down if you wish to win the game.

Level 8: (End game)

You're on your own from here! Good Luck, and hopefuly, Congratulations!

MEGA MAN (3)

N.E.S. VERSION BY CAPCOM, U.S.A.
by the Shredder and the Master Link

Yes, Mega Man III is the best yet. Fight off these monstrous cyborgs: SparkMan, SnakeMan, NeedleMan, HardMan, TopMan, GeminiMan, Magnet-Man, and ShadowMan to gain these weapons: Spark Shock, Search Snake, Needle Cannon, Hard Knuckle, Top Spin, Gemini Laser, Magnet Missile, and Shadow Blades. In an interesting twist, Dr. Wily is supposedly aiding Dr. Light (Right?) in creating the ultimate peace project, Gamma. Yeah, Right, Sure. And as you may have (hopefully) predicted, Wily turns it on Mega Man. And as if you haven't defeated Dr. Wily's first 8 creations enough, their "ghosts" come back to haunt you. They're back, bigger, and very much badder than ever. Graphics: Unbelievably awesome; better than II. Music: Better than I & II put together. Challenge: Well, if you beat II, III's harder, but still not very difficult; the Master Link beat it in 2 days. He and King Lorik cracked the new password system the next day. Quick hint: Never, ever, ever, rely on the Top Spin. This is the most erratic weapon in the history of the universe. But make sure you use it (or try to) on ShadowMan! One final hint: Try GeminiMan or SnakeMan first. And wait 'till you see the stage select screen(s)! The best (3) yet. $49.95.

NOTES + NOTICES

NEWSLETTER NOTES: We've been getting slightly ahead of ourselves here at Vidiots HQ. So: New Newsletter Policies: The next couple of issues will be coming out quickly and dated differently. By Issue 35, we should be all caught up and completely set.

ULTIMA I has now been inducted in the Vidiots' Hall of Fame; the final inductee of 1990.

COVER ART CREDITS:
Issue 31 (Ultima VI): Aaron "King Lorik" Fosser; Issue 32 (T.M.N.T. & Ultima V): Shawn "The Shredder" Dumas; Issue 33 (Mega Man III): Shawn "The Shredder" Dumas.

CRYPT OF MEDEA

APPLE II VERSION BY SIR TECH
by Tony "The Master Link" Morse

This is a surprisingly awesome game. From the makers of the original Wizardry comes an incredibly fun graphic adventure with gripping detail; so much so that it even boasts an `explicit subject matter` warning. Detail is intense; maggots and live, severed hands appear in the first two rooms. You gain an experience score as you go along, and the parser is very friendly and amazingly diverse [for this game's age]. This game honestly doesn't seem to be challenging (yet); basic RPG/Adventure scenes you should be familiar with. But a definate must-play game.

THIS MONTH'S TOP 20

1. MEGA MAN III
2. MERCS
3. ULTIMA VI
4. T.M.N.T.-ARCADE GAME
5. FINAL FANTASY
6. MEGA MAN II
7. ADVENTURE OF LINK
8. PHANTASY STAR
9. TWIN EAGLE
10. MEGA MAN
11. DRAGON WARRIOR
12. PRINCE OF PERSIA
13. FINAL FIGHT
14. THE LEGEND OF ZELDA
15. Y'S:VANQUISHED OMEN
16. MARBLE MADNESS
17. CLASH @ DEMONHEAD
18. RIVER CITY RANSOM
19. RESCUE RANGERS
20. SUPER MARIO BROS. 3

THE VIDIOTS HONOR ROLL

Player(s)	Game	Score
Tony Morse	MM	Finished
Shawn Dumas	MM	Finished
Tony Morse	TE	124,326
Shawn Dumas	TE	184,383 157L
Shawn Dumas	CO	Finished
Tony Morse	QB	100,020
Tony Morse	PO	Finished

MM = Mega Man III
TE = Tetris
CO = Contra
QB = Q * Bert
PO = Punch-Out!!

PRINCE OF PERSIA

I.B.M. VERSION BY BRODERBUND
by Tony "The Master Link" Morse

This game is really cool. I don't know too much about it yet, except that its graphics and music are phenomenal. Very similiar to Karateka, but you must also retrieve a sword to deal with, and the castle you're fighting in is very soundly trapped. Hidden panels can collapse, activate other traps, or they might do nothing just to confuse you. The jumping is very acrobatic: you jump in place, while sprinting or walking, (which makes a huge difference), jump-climb corridor doorways, and many other tricky feats, but keyboard control is slightly complex. Worth checking out.

The Current Top 100... (T = This Month, L = Last Month)

T	L		
1	1	ULTIMA V: WARRIORS OF DESTINY	(Origin)
2	2	THE LEGEND OF ZELDA	(Nintendo)
3	3	T.M.N.T. II- THE ARCADE GAME	(Konami/Ultra)
4	4	MEGA MAN II	(Capcom)
5	5	ZELDA II- THE ADVENTURE OF LINK	(Nintendo)
6	6	NINJA GAIDEN	(Tecmo)
7	7	ULTIMA: EXODUS	(FCI)
8	8	GUZZLER	(Centuri)
9	9	METROID	(Nintendo)
10	10	DOUBLE DRAGON	(Taito/Tradewest)

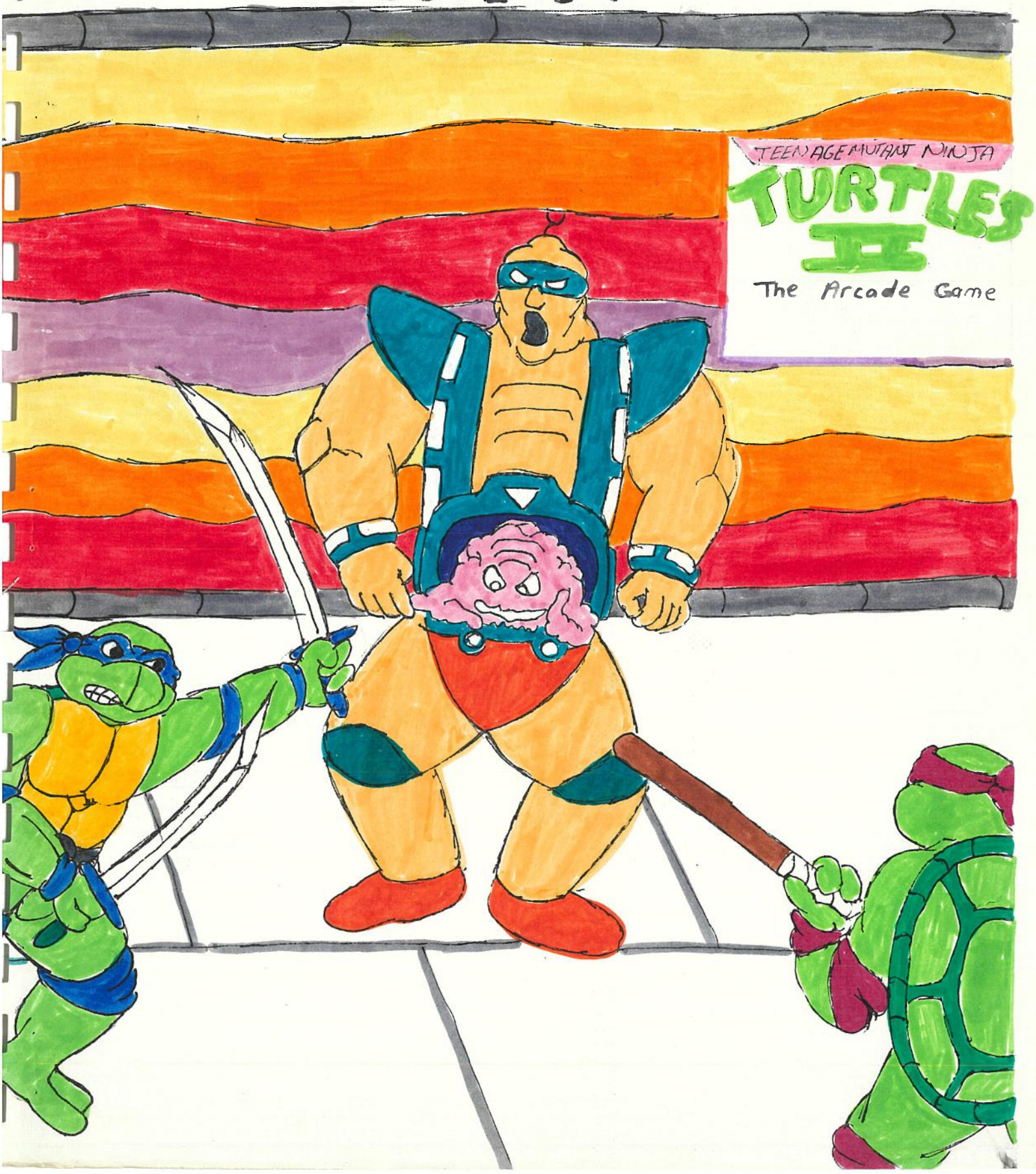
T	L		
11	11	Super Mario Bros.	(Nintendo)
12	12	King's Quest IV	(Sierra)
13	13	Super Mario Bros. 2	(Nintendo)
14	14	Final Fantasy	(Nintendo)
15	15	Super Mario Bros. 3	(Nintendo)
16	16	Ultima IV	(Origin)
17	17	Mega Man	(Capcom)
18	26	Ultima I	(Origin)
19	18	Exodus: Ultima III	(Origin)
20	19	T.M.N.T. N.E.S. Version	(Ultra)
21	20	Dragon Warrior	(Nintendo)
22	21	Ultima VI	(Origin)
23	22	Elevator Action	(Taito)
24	23	Ninja Gaiden II	(Tecmo)
25	24	Tiger-Heli	(Taito/Acclaim)
26	25	Jackal	(Konami)
27	27	Mike Tyson Punch-Out	(Nintendo)
28	28	Might And Magic II	(New World)
29	29	Double Dragon 2	(Technos/Acclaim)
30	33	Final Fight	(Capcom)
31	30	Golden Axe	(Sega)
32	31	Rampage	(Bally/Midway)
33	32	Tetris	(Nintendo)
34	34	Shadowgate	(Kemco/Sieka)
35	35	Leather Goddesses...	(Infocom)
36	36	Slalom	(Nintendo)
37	37	R.C. Pro-Am	(Nintendo)
38	38	Bard's Tale 3	(Electronic Arts)
39	41	Marble Madness	(Milton Bradley)
40	39	Kid Icarus	(Nintendo)
41	40	Playchoice-10	(Nintendo)
42	42	Super Pitfall	(Activision)
43	43	Mario Bros.	(Nintendo)
44	44	Wizards & Warriors	(Acclaim)
45	45	King's Quest III	(Sierra)
46	46	Shinobi	(Sega)
47	47	Archon II	
48	48	Infidel	(Infocom)
49	65	Mercs	(Capcom)
50	57	Phantasy Star	(Sega)
51	49	Trinity	(Infocom)
52	50	Gradius	(Konami)
53	51	Astyanax	(Jaleco)
54	52	Bases Loaded	(Jaleco)
55	53	Metal Gear	(Ultra)
56	54	Crossbow	(Exidy)
57	55	Pick-Axe Pete	(Odyssey)
58	56	TMNT:Fall of the Foot Clan	(Ultra)
59	58	Crystal Castles	(Atari)
60	59	Juno First	(Gottlieb)
61	60	Kid Niki	(Data East)
62	61	Mach Rider	(Nintendo)
63	62	Pro Wrestling	(Nintendo)
64	63	Tournament Arkanoid	(Romstar)
65	64	Donkey Kong	(Nintendo)
66	66	Donkey Kong Jr.	(Nintendo)
67	67	Gauntlet II	(Atari)
68	68	Snake's Revenge	(Ultra)
69	69	Willow	(Capcom)
70	70	Blaster Master	(Sunsoft)
71	71	Qix	(Nintendo)
72	72	Strider	(Capcom)
73	73	Castlevania	(Konami)
74	74	Demolition Derby	(Bally/Midway)
75	75	Pac-Man	(Bally/Midway)
76	76	Gun.Smoke	(Capcom)
77	77	Ultima II	(Origin)
78	78	Contra	(Konami)
79	79	Zork Zero	(Infocom)
80	80	Adventures of Bayou Billy	(Konami)
81	128	Twin Eagle	(Taito)
82	81	Top Gun: Second Mission	(Konami)
83	82	Altered Beast	(Sega)
84	83	Blades of Steel	(Konami)
85	84	After Burner	(Sega)
86	85	Solomon's Key	(Tecmo)
87	86	Aliens: The Computer Game	
88	87	Bard's Tale I	(Electronic Arts)
89	88	Gyromite	(Nintendo)
90	89	H.E.R.O.	(Activision)
91	90	Hardball!	(Accolade)
92	91	Karateka	(Broderbund)
93	92	Operation Wolf	(Taito)
94	93	Rambo: First Blood Part II	
95	94	Rygar	(Tecmo)
96	95	Swords and Serpents	(Acclaim)
97	96	The Main Event	(Konami)
98	97	The Mask of the Sun	(Broderbund)
99	98	Wizardry 5	(Sir Tech)
100	111	Clash at Demonhead	(Vik Tokai)

Zelda II - The Adventure of

LINK

THE VIDIOTS' SCOREBOARD

VOLUME SEVEN NUMBER THREE
ISSUE 34



"THE VIDIOTS' SCOREBOARD"
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Dated February 7, 1991

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Hello again, Vidiots. We have some major newsletter news to announce. What with all the hot new games that have been coming out, and with most of us having to take mid-terms, and with the increased difficulty of producing this thing now that its size has expanded, we're going periodic instead of monthly. That means that we have absolutely no idea when each issue will be coming out; but to date them accordingly, we'll print the final production date on top. It will be 2-3 weeks from that date until you actually recieve your newsletter, due to copying and mailing time. But the Scoreboard still lives on.

Tony "The Master Link" Morse

Tony "The Master Link" Morse
Vidiots' President & reigning demi-god

THE WORST OF 1990

THE TEN WORST VIDEO GAMES OF 1990
RANKED BY THE MASTER LINK

10. DEFENDER OF THE CROWN. (Ultra)
9. 8 EYES. (Taxan)
8. RESCUE: THE EMBASSY MISSION.
7. KNIGHT RIDER. (Acclaim)
6. BAD DUDES. (Data East)
5. FESTER'S QUEST. (Sunsoft)
4. JORDAN VS. BIRD ONE ON ONE. (Milton Bradley)
3. ROBOCOP. (Data East)
2. DEMON SWORD. (Taito)

1. NINJA WARRIORS. (Romstar)
This game lacks a logical point and all reasons for a game to exist. There were some really bad games in 1990, but Romstar, yours takes the cake.

Castlevania III— DRACULA'S CURSE

N.E.S. VERSION BY KONAMI
by Tony "The Master Link" Morse

This game is nothing like Simon's quest; it's set up like the original Castlevania; and it's awesome. You are Trevor Belmont 100 years before Simon is born. You must defeat Dracula with help from your Twin Spirits: Alucard, Dracula's son,Grant DaNasty, a pirate, and Sypha Belnades,a cleric. You can only have one twin spirit at a time, though. Each has unique powers. The graphics and music on this game have improved immensely, and the scenerios are simply radical. A must for all Castlevania fans.

WIZARDS & WARRIORS X:

FORTRESS OF FEAR

GAME BOY VERSION BY ACCLAIM
by Tony "The Master Link" Morse

Wizards & Warriors is just about Acclaim's only good video game series, but what happened to chapters 3-9? In any case, the game boy version of Wizards & Warriors has just as good graphics and better music than the first two N.E.S. adventures. It takes place in the fortress of fear, a trap-ridden, enemy stockhold of terror. This game is extremely difficult because of its lack of continue, but it is still fun enough to trap your attention. You will probably get both addicted to and furious at this game. A top-notch Game Boy game. $29.99.

WIZARDRY

N.E.S. VERSION BY NEXOFT
by Tony "The Master Link" Morse

This is the N.E.S. conversion of Sir Tech's first Wizardry scenerio, Proving Grounds of the Mad Overlord. It plays exactly like the original, controls are nice and smooth, easy to understand. It keeps the same dieroll attribute and character choosing method, and the same maze adventure role playing. The game also features improved graphics and previously non-existent music. The graphics are pretty good, but the music could stand a little improvement. The only confusing aspects of this game are unusual spell names and sometimes hard-to-read text. Worth getting.

DRAGON WARRIOR II

N.E.S. VERSION BY ENIX
by Tony "The Master Link" Morse

The sequel to one of the all time great role playing games is back and better than ever. As the future decendant of Erdrick, you must gather a three-character party to fend off evil in Alefgard, and elsewhere. The landscape has expanded tenfold, as well as the depth and quality of the game. Hundreds of enemies, and not different colored clones. Dozens of weapons and items and kingdoms for you to explore. Graphics are different, and just barely not as good. Music is different but excellent. A really great role-playing adventure. Get this game.$54.

TEENAGE MUTANT NINJA TURTLES II- THE ARCADE GAME

The most important thing you should do before anything else is learn to master the Jump & Smash move, performed by pressing the A and B buttons simultaneously. (not the jump-kick move.)

Scene 1: "Fire! We gotta get April out !!"

To kill Rocksteady: Jump-kick as he shoots forward, not at an angle, or you'll land in a barrage o' bullets. Also, be sure to jump-kick after two black balls fall to avoid them.

Scene 2: "C'mon! After that Shredder creep !!"

Be sure to attack the girl on the skateboard for an extra point. Also, watch out for falling signs and dynamite soldiers. Don't fall in the manholes; you'll lose an entire line of power. Killing BeBop is similar to killing RockSteady; it just takes longer. You can also use 2 or 3 jump & smashes before he attacks you. Jump kick over his shoulder charge.
Part II: Stay out of the water or face guided missiles. Your choice. Be ready to attack Mousers and hammer soldiers. Watch out for the falling fence. Baxter is very simple; just repeatedly jump-kick him; his mousers are the only thing that can hurt you.

Scene 3: "Let's melt snow and rebuild N.Y. !!"

First! Jump kick to the right and stay up top to avoid falling ice rocks. Watch out for snow-covered manholes. Frosty the Hit-Man is easily defeated if you can keep him off-screen, as with many enemies. Tora is tough; try repeatedly jump-kicking him from left to right. When he catches on to this, slash and avoid his GutsMan imitation.
Part II: Beware of the cars! The second set of blue and the next red car will drive towards you, revealing machine gun soldiers. Foots also lurk in vans; use the oil barrels to dispatch them. Baxter the Fly is easy if you follow his shadow and Jump & Smash.

Scene 4: "Let's get to that secret factory !!"

Look out for spear soldiers and missile soldiers. Always stand at the top or bottom of the screen and you won't be run over. You can also kill the motorcycle soldiers for a point each.
Part II: Stay on the right and jump-kick or Jump & Smash the choppers, being careful to avoid the stream of missiles. Jump kick the machine gun soldiers as soon as they appear.

Scene 5: "C'mon! Let's bust this joint !!"

Mousers first thing; you'll also meet up with the Creepy Crawlies here. Jump & Smash them when they land; watch for their shadows. The overgrown corkscrew returns; jump-kick them when they separate. Granitor the rock soldier will let you slash him 4 or 5 times before he realizes you're serious about killing him. Then try jump kicking before he fries your face off. Save the pizza until you need it.

Scene 6: "Let's defeat the enemy's ninja magic !!"

This is probably the most difficult scene because of: 1. the Blades: jump-kick them in mid-air then force them off-screen and beat on them. 2. the Venoms: Don't allow them to come on screen, if they do, don't jump kick them, force them back with regular moves. 3. Vincent van Growl. If you have two players, keep one one jump-length back to catch him when he jumps. Shogun has little stamina; jump kick while avoiding his sickle and ignore it if he loses his head.

Scene 7: "C'mon! We gotta find the Technodrome!"

A basically easy level, it's just long. Watch out for Ice Beams; jump kick them before they're on screen by going to the far right. When you reach the platform, just stay up high and jump if you see a marble's shadow up top. Tragg is very tough; keep moving and watch out for the door he bashes down. Jump kick a lot and try jump & smashed when he's not paying attention if you have two players.

Scene 8: Not really a scene; just Shredder and Krang.

Krang: Have a jump kick party. Watch out for eye beams and missiles from his hands. Also, if you can get behind him, change direction so that you face opposite him when you attack; it'll take a while for him to catch on. Change with him as he turns around.
The Shredder: Good Luck! We've yet to defeat him. We can say watch out for the Retro-Mutagen ray and the one whose helmet fall off is not the real Shredder; if you kill him, another will appear.

MEGA MAN III

To start new, enter your password as A6, blue or red. This will start you out with nine energy crystals.

Other helpful codes will defeat one boss:

SparkMan	A6, F4 red	TopMan	A6, A3 red
SnakeMan	A6, F6 red	GeminiMan	A6, B5 red
NeedleMan	A6, D3 red	MagnetMan	A6, F5 blue
HardMan	A6, C4 red	ShadowMan	A6, D6 red

To get to BreakMan: A1, A3, A6, B2, B5, D3, F4 all blue

If you combine bosses: ShadowMan, SparkMan: A6, F4 blue

Dr. Wily stage: A1, A3, A6, B2, B5, D3, F4 blue, E1 red.

GET THE RUSH JET WITHOUT KILLING NEEDLEMAN:

First, ShadowMan must be defeated. Enter the next stage you want to complete. Find a weapon power-up but <u>do not</u> pick it up. Switch to Shadow Blades (don't leave the sub-screen yet), then move the control pad once right. Press start and pick up the power up; then press B. Your rush jet will appear and so will its power bar on the sub-screen! This also works with the Rush-Marine if SparkMan is dead.

Our recommended order for defeating the Robot Masters (with choice of weaponry in parentheses) is:

1. TopMan	(Player)	5. SnakeMan	(Player)
2. ShadowMan	(Top)	6. GeminiMan	(Snake)
3. SparkMan	(Shadow)	7. NeedleMan	(Gemini)
4. MagnetMan	(Spark)	8. HardMan	(Magnet)

Use Needle on SnakeMan and Hard on TopMan in the Wily stage.

Mega Man II bosses revisited:

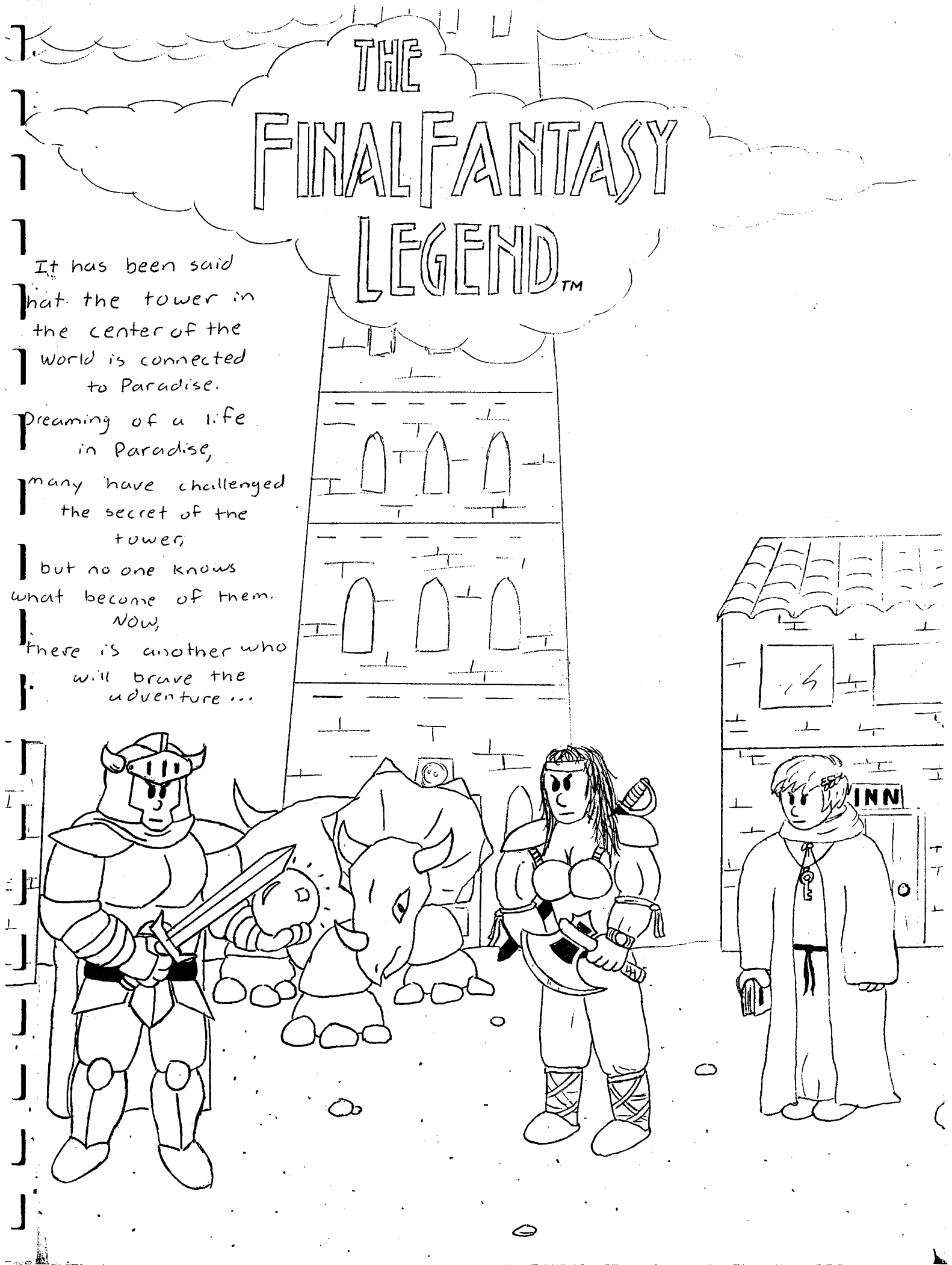
SparkMan Revisited:	MetalMan	(Hard),	QuickMan	(Gemini)
NeedleMan Revisited:	AirMan	(Magnet),	CrashMan	(Hard)
GeminiMan Revisited:	FlashMan	(Gemini),	BubbleMan	(Shadow)
ShadowMan Revisited:	WoodMan	(Needle),	HeatMan	(Shadow)

Wily Bosses:

1. BreakMan: Player Beam is the <u>only</u> weapon that works.
2. Aqua-Turtles: Shadow Blades kill each in one hit.
3. Rock Monster: Hard Knuckle works well, or turbo Player.
4. Mega Man Clones: Drain its power with quick Player shots.
5. Wily Tank: Use Spark Shocks or Hard Knuckles on the turret, then use the Rush Jet to shoot the bubble.
6. Gamma: Hit his head with Shadow Blades, then kill Wily with Search Snakes.

THE FINAL FANTASY LEGEND™

It has been said
that the tower in
the center of the
world is connected
to Paradise.
Dreaming of a life
in Paradise,
many have challenged
the secret of the
tower,
but no one knows
what become of them.
Now,
there is another who
will brave the
adventure...



TEENAGE MUTANT NINJA TURTLES II— THE ARCADE GAME

N.E.S. VERSION BY ULTRA
by Shawn "The Shredder" Dumas

This game is great!!! You once again join the green teens in battling the evil foot clan led by the sinister Shredder. The graphics are close to the arcade game and the music is just as great. The Nintendo version also has two brand new stages that weren't in the arcade game, and new enemies such as Venom, Blade, Frosty the Hit Man, and Vincent van Growl. You battle your way through seven stages and ten boss creatures: Rocksteady, BeBop, Baxter Stockman, Tora the Bounty Hunter, Baxter the Fly, Grantor, the Shogun, General Tragg, Krang, and at last the Shredder. Having two players helps incredibly when fighting bosses, but it isn't impossible to beat them alone. My biggest hint is to master the jump and attack manuver, it is the most powerful attack. The best turtles to choose are Donatello and Leonardo, although Michealangelo is not bad. My only real complaint is that with the N.E.S. satellite out, why didn't they make this a 4-player game? And one last thing, the two extra stages, although interesting, ruin the theme of the game by not being based on the firts five episodes of the cartoon, like the arcade version was. The same for Baxter the fly. But all things considered, this game is totally cool.

NOTES + NOTICES

YO VIDIOTS! We need more people. Either they want nothing to do with us anymore, they're to cheap to cough up $5 or are dying on us. Let's see if we can't get a few more members involved!

THIS MONTH'S COVER, "Teenage Mutant Ninja Turtles II- The Arcade Game" was drawn by Shred-Man.

NEXT ISSUE'S FEATURE WILL MORE THAN LIKELY BE.... Ultima: Quest of the Avatar unless something amazingly awesome comes out before then.

Also: Artwork now being accepted for publication. Anyone interested?

DR. MARIO

N.E.S. VERSION BY NINTENDO
by Tony "The Master Link" Morse

This is another stupid-looking game that turns out to be awesome. It is Tetris revisited, instead of making lines you must delete them. Viruses start out on the screen, and you must guide different colored capsules to make a four-color vertical or horizontal row to make them disappear. This version also comes with a built in two player mode, similiar to the two-player Game Boy version of Tetris. Yes, it is another Tetris-like-substance video game. But Tetris is a fun addicting game, and so is Dr. Mario. If you overlook its stupid background idea, it's fantastic.$42.99.

THIS MONTH'S TOP 20...

1. TMNT II—ARCADE GAME
2. MEGA MAN III
3. DR. MARIO
4. CRYPT OF MEDEA
5. ADVENTURE OF LINK
6. FINAL FANTASY
7. QUEST OF THE AVATAR
8. FINAL FANTASY LEGEND
9. METROID
10. FINAL FIGHT
11. MERCS
12. ULTIMA VI
13. MEGA MAN II
14. PHANTASY STAR
15. TWIN EAGLE
16. MEGA MAN
17. DRAGON WARRIOR
18. PRINCE OF PERSIA
19. THE LEGEND OF ZELDA
20. Y'S:VANQUISHED OMEN

RECENTLY FINISHED GAMES

Tony Morse	"Ultima: Quest of the Avatar"	(No. 64)
Shawn Dumas	"Metroid"	(No. 20)
Shawn Dumas	"Teenage Mutant Ninja Turtles II"	(No. 21)
Aaron Fosser	"The Final Fantasy Legend"	(No. 31)
Jen Mulcahy	"Mega Man II"	
Jen Mulcahy & Neal Mulcahy	"Mega Man III"	
Tony Morse & Aaron Fosser	"Teenage Mutant Ninja Turtles II"	(Nos. 65,32)

OTHER ACCOMPLISHMENTS:

Tony Morse 126,660 pts. on Dr. Mario

THE FINAL FANTASY LEGEND

GAME BOY VERSION BY SQUARE
by Aaron "King Lorik" Fosser

This adventure begins in the World of Continent. You choose and name your lead character from male or female Humans or Mutants, Clipper, Redbull, Lizard, or Albatross. The first part of your quest consists of seeking out the three kings of Continent: King Sword, Armor, and Shield. Obtain their items and place them on the statue of Hero. Now your real courage will be tested. You must challenge the Tower that leads to "Paradise". Many perils and mysteries await in the Tower, so be brave and always careful young warriors.

The Current Top 100... (T = This Month, L = Last Month)

T	L		
1	1	ULTIMA V: WARRIORS OF DESTINY	(Origin)
2	2	THE LEGEND OF ZELDA	(Nintendo)
3	3	T.M.N.T. II- THE ARCADE GAME	(Konami/Ultra)
4	4	MEGA MAN II	(Capcom)
5	5	ZELDA II- THE ADVENTURE OF LINK	(Nintendo)
6	6	NINJA GAIDEN	(Tecmo)
7	7	ULTIMA: EXODUS	(FCI)
8	8	GUZZLER	(Centuri)
9	9	METROID	(Nintendo)
10	10	DOUBLE DRAGON	(Taito/Tradewest)

T	L		
11	11	Super Mario Bros.	(Nintendo)
12	12	King's Quest IV	(Sierra)
13	14	Final Fantasy	(Nintendo)
14	13	Super Mario Bros. 2	(Nintendo)
15	15	Super Mario Bros. 3	(Nintendo)
16	16	Ultima IV	(Origin)
17	17	Mega Man	(Capcom)
18	26	Ultima I	(Origin)
19	18	Exodus: Ultima III	(Origin)
20	19	T.M.N.T. N.E.S. Version	(Ultra)
21	20	Dragon Warrior	(Nintendo)
22	21	Ultima VI	(Origin)
23	22	Elevator Action	(Taito)
24	23	Ninja Gaiden II	(Tecmo)
25	24	Tiger-Heli	(Taito/Acclaim)
26	25	Jackal	(Konami)
27	26	Final Fight	(Capcom)
28	30	Mike Tyson Punch-Out	(Nintendo)
29	27	Might and Magic II	(New World)
30	29	Double Dragon 2	(Technos/Acclaim)
31	31	Golden Axe	(Sega)
32	32	Rampage	(Bally/Midway)
33	33	Tetris	(Nintendo)
34	34	Shadowgate	(Kemco/Sieka)
35	35	Leather Goddesses...	(Infocom)
36	36	Slalom	(Nintendo)
37	37	R.C. Pro-Am	(Nintendo)
38	38	Bard's Tale 3	(Electronic Arts)
39	39	Marble Madness	(Milton Bradley)
40	40	Kid Icarus	(Nintendo)
41	41	Playchoice-10	(Nintendo)
42	42	Super Pitfall	(Activision)
43	43	Mario Bros.	(Nintendo)
44	44	Wizards & Warriors	(Acclaim)
45	45	King's Quest III	(Sierra)
46	49	Mercs	(Capcom)
47	67	Shinobi	(Sega)
48	50	Phantasy Star	(Sega)
49	47	Archon II	
50	48	Infidel	(Infocom)
51	51	Trinity	(Infocom)
52	52	Gradius	(Konami)
53	53	Astyanax	(Jaleco)
54	54	Bases Loaded	(Jaleco)
55	55	Metal Gear	(Ultra)
56	56	Crossbow	(Exidy)
57	57	Pick-Axe Pete	(Odyssey)
58	58	TMNT:Fall of the Foot Clan	(Ultra)
59	59	Crystal Castles	(Atari)
60	60	Juno First	(Gottlieb)
61	61	Kid Niki	(Data East)
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63	63	Pro Wrestling	(Nintendo)
64	64	Tournament Arkanoid	(Romstar)
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66	66	Donkey Kong Jr.	(Nintendo)
67	67	Gauntlet II	(Atari)
68	68	Snake's Revenge	(Ultra)
69	69	Willow	(Capcom)
70	70	Blaster Master	(Sunsoft)
71	71	Qix	(Nintendo)
72	72	Strider	(Capcom)
73	81	Twin Eagle	(Taito)
74	73	Castlevania	(Konami)
75	74	Demolition Derby	(Bally/Midway)
76	75	Pac-Man	(Bally/Midway)
77	76	Gun.Smoke	(Capcom)
78	133	Mega Man III	(Capcom)
79	77	Ultima II	(Origin Systems)
80	78	Contra	(Konami)
81	79	Zork Zero	(Infocom)
82	80	Adventures of Bayou Billy	(Konami)
83	82	Top Gun: Second Mission	(Konami)
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89	88	Bard's Tale I	(Electronic Arts)
90	89	Gyromite	(Nintendo)
91	90	H.E.R.O.	(Activision)
92	91	Hardball!	(Accolade)
93	92	Karateka	(Broderbund)
94	93	Operation Wolf	(Taito)
95	94	Rambo: First Blood Part II	
96	95	Rygar	(Tecmo)
97	96	Swords and Serpents	(Acclaim)
98	97	The Main Event	(Konami)
99	98	The Mask of the Sun	(Broderbund)
100	99	Wizardry: 5th Scenerio	(Sir Tech)

WING COMMANDER™

THE 3-D SPACE COMBAT SIMULATOR

Product Fact Sheet

Category	Action-Arcade/Flight Simulator
Publisher	ORIGIN™
Author	Chris Roberts
Compatibility	
Computers	IBM-PC, AT, 386 IBM PS/2 Models 25,30,50 Tandy 1000 Series Other 100% compatible PC systems
Graphics	VGA/MCGA, EGA, Tandy 16-color
Sound	AdLib, Roland MT-32 or LAPC-1, CMS Soundblaster
Recommended	For optimal performance: Hard disk, VGA graphics, sound board, and 286/12mhz or faster computer.
Medium	5.25" disks or 3.5" disks
Interface	Keyboard, optional mouse or joystick (Joystick recommended)
Memory	640K. Also supports expanded memory.

Description

In the 27th century, mankind is locked in a deadly war with the Kilrathi, a vicious, militaristic alien race. Leading the fight are the daring pilots of the Terran Confederation, meeting Kilrathi warships in their fast, well-armed one-man starfighters. With his faithful wingman flying by his side, the fearless ***Wing Commander***™ battles with Kilrathi aces in heated deepspace dogfights for the future of humanity!

ORIGIN's exciting 3-D space combat simulator, ***Wing Commander***, was created by Chris Roberts, the author of the ORIGIN hits ***Bad Blood*** ™ and ***Times of Lore*** ™. Bringing all the excitement of starfighter combat to the personal computer, ***Wing Commander*** puts the player in the middle of starship action inspired by the classic space battle films seen in theaters.

Features

- Experience ORIGIN's cutting-edge 3-D technology, which employs highly-detailed, ray-traced, bit-mapped images modelled in breath taking 256-color VGA graphics!
- Pilot four *different* starfighters—Hornet, Scimitar, Rapier and Raptor—each with its own flight characteristics, armament, and graphics!
- Hit the Kilrathi enemy with all the power of a high-tech starfighter. Make split-second decisions between weapons including heat-seeking missiles, neutron-cannon, and the deadly-intelligent Friend-or-Foe missile!
- Tangle with enemy starfighters controlled by the advanced ***Wing Commander*** artificial intelligence. See them perform incredible aerobatic maneuvers—barrel rolls, Immelmann turns, split Y's—as they close in for the kill!
- Fly with your trusted wingman, a skilled pilot in his own right. He'll be there to cover your tail when the going gets rough!
- Star in the ***Wing Commander*** movie experience! Cinematic animated sequences bring alive launching, docking, and life aboard a starfighter carrier.
- Lead the CSS **Tiger's Claw** to victory or defeat in the ***Wing Commander*** campaign! Undertake mission after mission as the Kilrathi war unfolds, earning commendations, promotions, and better starfighters. Your performance directly affects the direction of the campaign.
- Feel the power of ORIGIN's dynamic, new sound system. Hear the fully-orchestrated, *stereo* ***Wing Commander*** soundtrack, which is constantly changing to reflect the action on-screen! The professionally-composed score was designed to take full advantage of state-of-the-art soundboards.

Wing Commander . . . Nothing on Earth comes close!

Support Materials:	Playbook, Reference Card
Retail Price:	$69.95
Target Audience:	Players seeking the excitement of a realistic, cinematic 3-D flight simulator.

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To Order: Visit your local retailer or Call 1-800-999-4939 8am to 5pm Central Time for Visa/MC orders; or send check or money order (U.S.$) to ORIGIN. Shipping is FREE via UPS ground. Allow 1-2 weeks for delivery: ORIGIN Systems, Inc., P.O. Box 161750, Austin Texas 78716

THE VIDIOTS' SCOREBOARD

VOLUME SEVEN NUMBER FIVE
ISSUE 35

ULTIMA QUEST OF THE AVATAR

ALSO

SimCity
Gauntlet II
Dragon's Lair

"THE VIDIOTS' SCOREBOARD"
A Periodic Publication by The Vidiots
Volume Seven Number Five Issue 35
Dated February 24, 1991

Produced and published with the Apple IIgs computer using The Newsroom copy right 1984 by Springboard Software.

Hello again Vidiots. Quick clear up note: we majorly screwed up the Volume-Number stuff; the current issue (the one you're reading) is Volume 7 Number 5. Those are the correct numbers. Now in other news: we get a review of Total Recall, Castlevania- the Adventure, and we finally review the N.E.S. conversion of Ultima IV, Quest of the Avatar. In other video gaming news, just released games include SimEarth, the sequel to SimCity, and Double Dragon III, from Acclaim. The idea of Acclaim making DR3 all by themselves sounds very frightening. And Dragon's Lair, for I.B.M., is Unbelievable. Till later...

Tony "The Master Link" Morse

Tony "The Master Link" Morse,
Vidiots' President & Reigning Demi-God

Here's a quick Ultima IV levelup guide.

TO REACH THIS LEVEL	YOU NEED THIS MANY EXPERIENCE POINTS.
1	0
2	100
3	200
4	400
5	800
6	1,600
7	3,200
8	6,400

Also for Ultima: Quest of the Avatar.

TOTAL RECALL

N.E.S. VERSION BY ACCLAIM
by Tony "The Master Link" Morse

This game is by Acclaim; what else really needs to be said? This game features 100 % horrible graphics, a completely stupid soundtrack, and bears no resemblence to the movie. And if this game didn't do enough injustice to Arnold Schwarzenegger, after you die it shows a close up of what is supposed to be him saying "I'll be back." Trust me, after you play this game, you'll never come back. I usually try to put some point of who might like a game even a little, but anyone who has any taste in video games (or anything, for that matter) will totally despise this game.

TECMO WORLD WRESTLING

N.E.S. VERSION BY TECMO
by Tony "The Master Link" Morse

Unfortunately, I have to say this is just about the most disappointing games I've ever seen. The graphics are good in close ups, but that's where it ends. Music is nothing to be proud of, and the controls are very difficult. Seeing how there are over 40 moves, I guess that's to be expected. But this game is extremely difficult, hard to learn, and as far as wrestling games go, it's pretty bad. The actual wrestling action is pretty good, but without good graphics and understandable controls, there's nothing about this game that's good enough to make me want to play it.

CASTLEVANIA– THE ADVENTURE

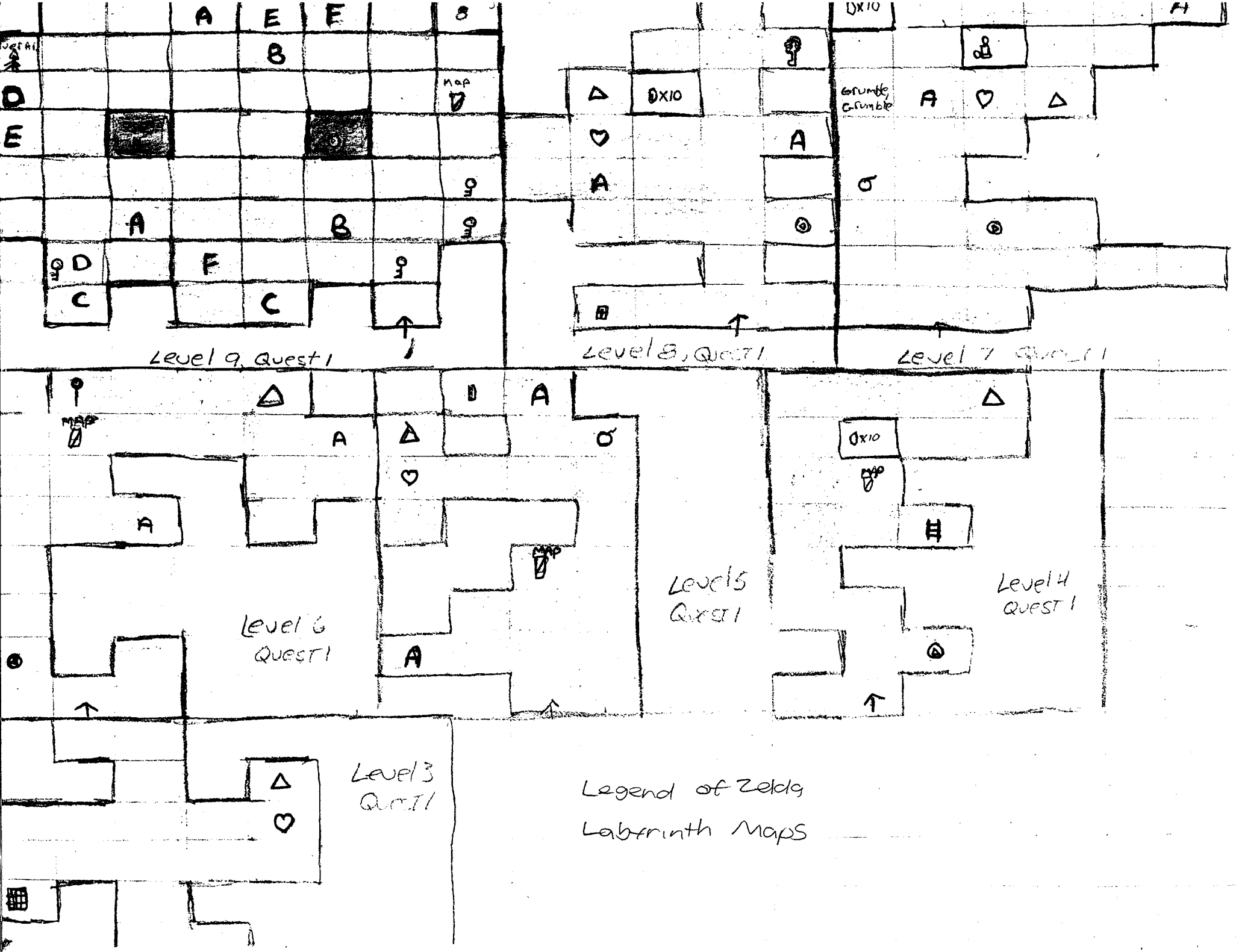
GAME BOY VERSION BY KONAMI
by Tony "The Master Link" Morse

This is a pretty good game, but you have to be a Castlevania fan to like it. Yes, Drac is back, and you, as Simon Belmont, must stop him and his Ultimate Evils (who play the role of bosses). It's a basic Castlevania adventure (hence the name) with great graphics and really good music, but it's got a completely new background setting, and it's just as difficult as Castlevania I and III. Not so much because it's long, but because this one really tests your Castlevania skills. Get it. $24- 29.99.

SIMCITY

I.B.M. VERSION BY MAXIS SOFTWARE
by Tony "The Master Link" Morse

This is one really great game. You are appointed mayor of a city which you must build. Sounds easy, right? Wrong. You're the city's "God;" you build roads, parks, power plants in seconds with a touch of your mouse. You layout commercial, residential and industrial zones for development. Of course, this all costs money. And don't forget about earthquakes, floods, and Godzilla. This game has incredible animation, some of the best for such a small scale, and all the options of running a real city, including budget cuts & polls are available. You can even embezzle funds.


Level 9, Quest 1
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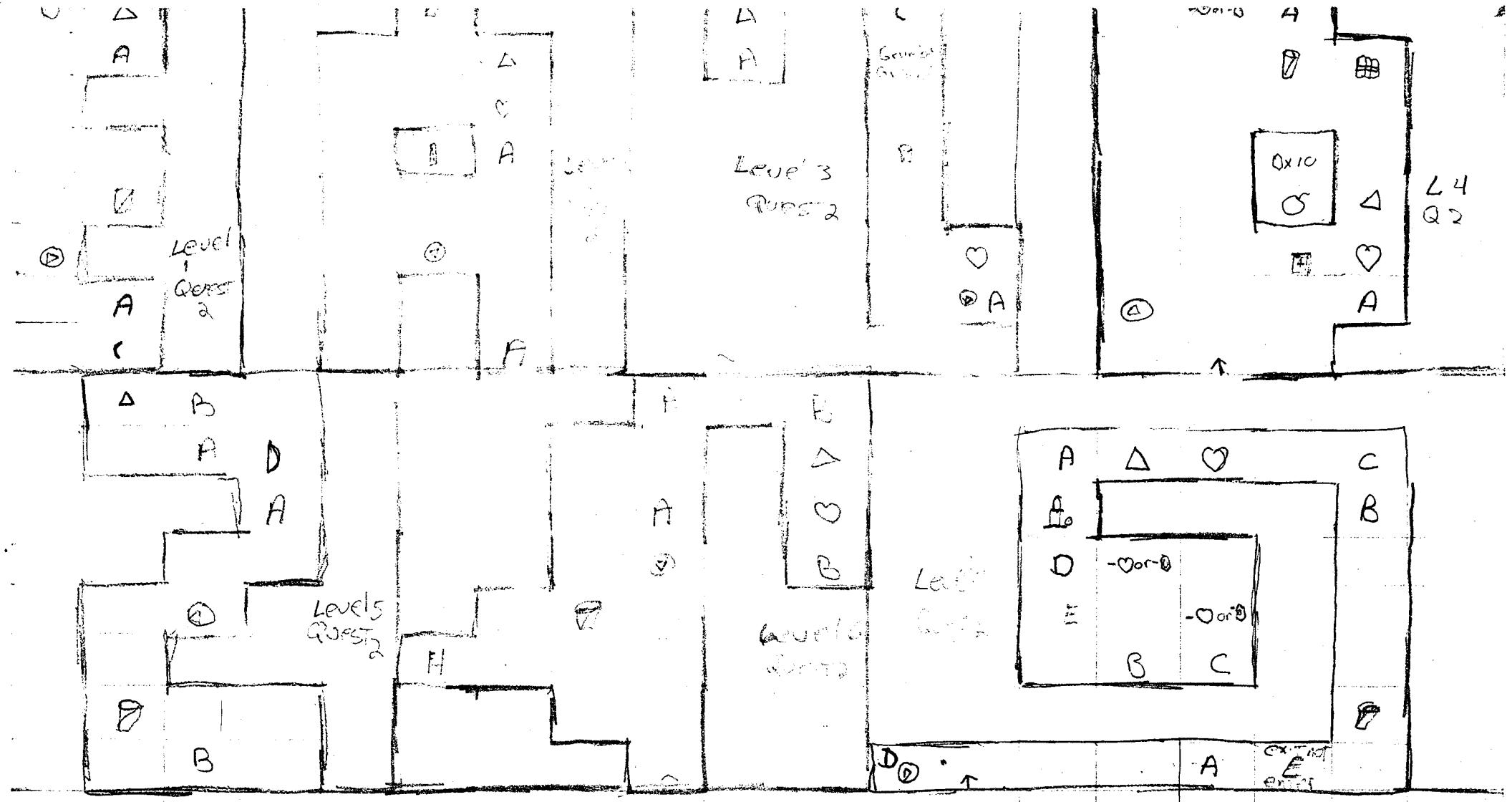
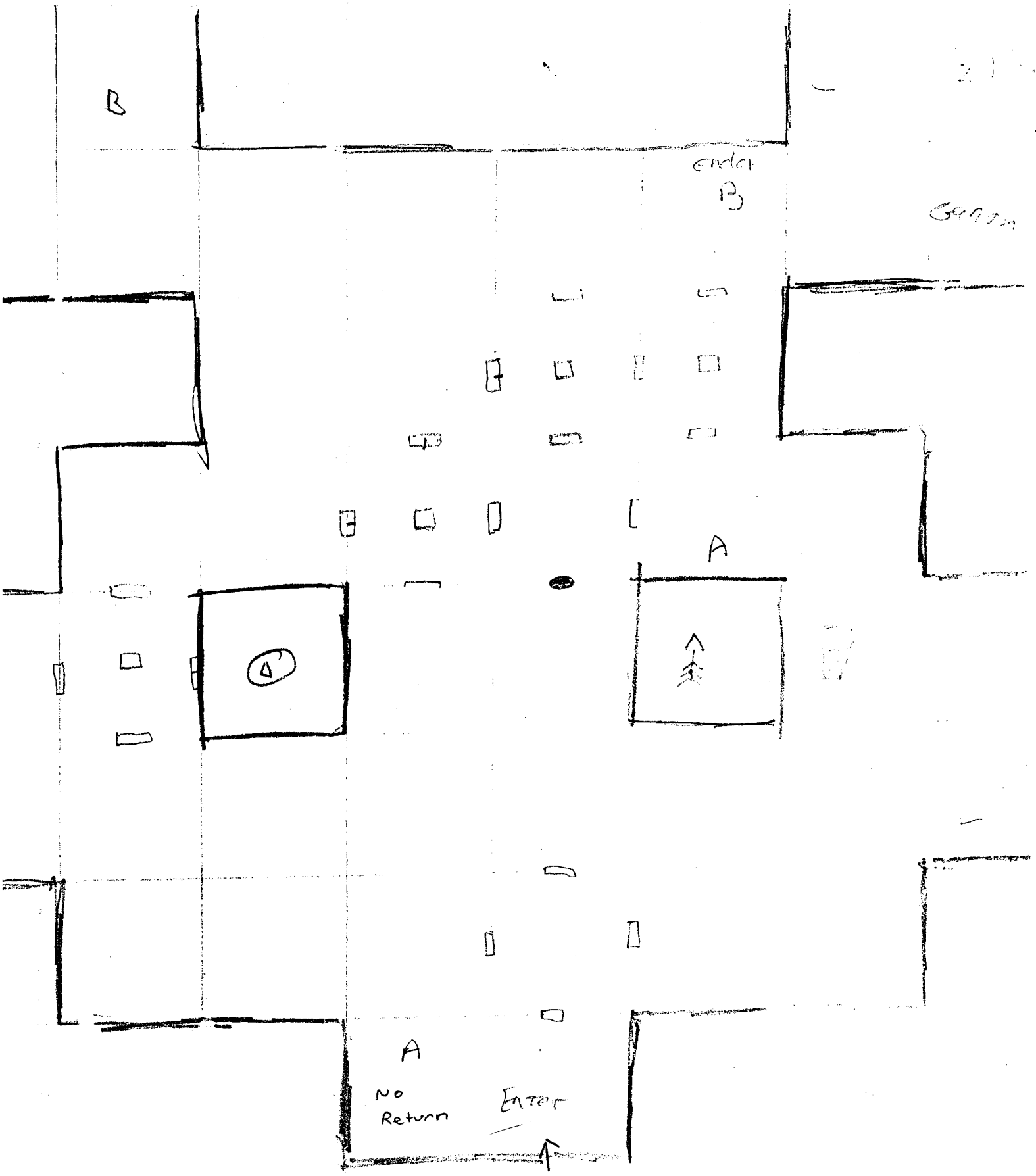
Level 7 Quest 1
Level 6 Quest 1
Level 5 Quest 1
Level 4 Quest 1
Level 3 Quest 1
Legend of Zelda
Labrinth Maps


Level 1 Quest 2
Level 3 Quest 2
L4 Q2
Level 5 Quest 2



Level Nine
Quest II

ULTIMA: QUEST OF THE AVATAR

N.E.S. VERSION BY FCI/ORIGIN
by Shawn "The Shredder" Dumas

This game is based on the computer game Ultima IV and is the sequel to Ultima: Exodus. The story line to this game is somewhat complex but is easy to learn. You start off by taking a 'test' to see what character you will become by finding out which of the 8 virtues, Honesty, Compassion, Valor, Justice, Sacrifice, Honor, Spirituality, or Humility you favor most. You can become anything from a mage to a shepherdess. Then you must try to become an Avatar by developing all 8 virtues and conquering the Great Stygian Abyss. On your way you must locate 8 colored stones and 8 runes that of course correspond to the 8 virtues. You can also travel to different towns and recruit people for your party. You may choose from Mariah, Iolo, Geoff, Jaana, Julius, Dupre, Shamino or Katrina. You can't have two of any one class in you party and you are limited to a party of four. On your journey, you may find it helpful if you don't steal; don't kill townspeople, or non-evil creatures unless they attack first; and always give beggars a coin. These simple acts will help your virtues. Finally, never run from a battle if you have a Blink spell unless you are really desperate, or you will lose Valor points. Big improvement over Exodus. $59.99.

NOTES + NOTICES

THE VIDEO GAME OF THE MONTH of February 1991 is: "Ultima: Quest of the Avatar" by FCI/Origin.

Next issue will be our strangest special issue yet! (We think.) Keep watching and waiting!

Special thanx to Donna Whitaker at Orgin again, this time for the free Ultima VI tape.

Gauntlet II Note: The Master Link 'sort of' beat it... there are 106 rooms and then they repeat. With the help of Fos and Shredder, he 'ran the Gauntlet' and quit at room 115, with all items and over 5,000 health left.

DRAGON'S LAIR

I.B.M. VERSION BY MERIT SOFTWARE
by Tony "The Master Link" Morse

This game is just as awesome as the arcade version, featuring 99.995 % perfect graphics and sound effects. The rooms chosen are taken directly from the laser disc game and the game plays identical, if somewhat slower, because of its size (13 double-sided disks, or 26 disk sides). You as Dirk the Daring must rescue the lovely Princess Daphne from the evil wizard Mordroc's castle and ultimately defeat his personal pet dragon, Singe. You go through typical medieval settings with a humorous cartoonish twist that makes the game an awesome, classic adventure game.

THIS MONTH'S TOP 20...

1. QUEST OF THE AVATAR
2. TMNT II- ARCADE GAME
3. MEGA MAN III
4. SIMCITY
5. CASTLEVANIA III
6. ULTIMA VI
7. ADVENTURE OF LINK
8. SUPER MARIO BROS. 3
9. PUNCH-OUT!!
10. GAUNTLET II
11. DR. MARIO
12. CRYPT OF MEDEA
13. FINAL FANTASY
14FINAL FANTASY LEGEND
15. METROID
16. FINAL FIGHT
17. MERCS
18. MEGA MAN II
19. PHANTASY STAR
20. TWIN EAGLE

RECENTLY FINISHED GAMES

"Ultima: Quest of the Avatar" by Aaron "King Lorik" Fosser and by Alan "Chief" Giorgi

"Mega Man III" by Jen "Myau" Mulcahy

"Deja Vu" by Alan "Chief" Giorgi

"The Immortal" by Alan "Chief" Giorgi

"Gauntlet II" * by Tony "The Master Link" Morse

* See special note in Notes + Notices.

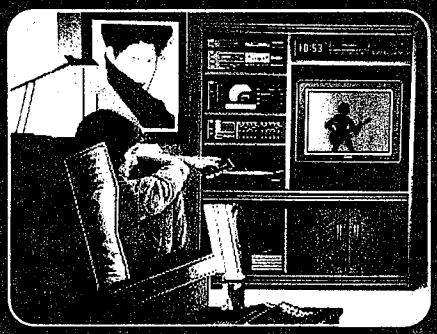
GAUNTLET II

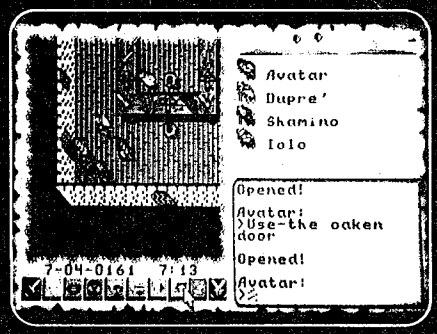
N.E.S. VERSION BY MINDSCAPE
by Tony "The Master Link" Morse

This is one fantastic game! You choose Thor the Warrior, Thyra the Valkyrie, Merlin the Wizard or Questor the Elf and run the 106+ room Gauntlet in this arcade sequel. Gather treasures and keys and potions to aid you as well as special amulets to gain abilities such as Invulnerability, Transportability, Repulsiveness, Super Shots or Invisibility. Four player simultaneous is possible with Four Score or Satellite. This game features awesome, understandable voice like "Red Warrior now has limited Invisibilty," and great graphics. A must-play game. $44.95.

Ultima VI

The False Prophet





Celebrating the 10 Year Anniversary of ULTIMA!

The first Ultima developed on and for IBM/Tandy/compatible computers!

Watch for the deluxe, limited-edition of Ultima VI.

Available in retail stores or call:

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for MC/VISA orders.

ORIGIN

We create worlds.

1989 Origin Systems, Inc.

The Current Top 100... (T = This Month, L = Last Month)

T	L		
1	1	ULTIMA V: WARRIORS OF DESTINY	(Origin)
2	2	THE LEGEND OF ZELDA	(Nintendo)
3	3	T.M.N.T. II- THE ARCADE GAME	(Konami/Ultra)
4	5	ZELDA II- THE ADVENTURE OF LINK	(Nintendo)
5	4	MEGA MAN II	(Capcom)
6	13	FINAL FANTASY	(Nintendo)
7	15	SUPER MARIO BROS. 3	(Nintendo)
8	6	NINJA GAIDEN	(Tecmo)
9	7	ULTIMA: EXODUS	(FCI)
10	9	METROID	(Nintendo)

T	L	
11	8	Guzzler (Centuri)
12	10	Double Dragon (Taito/Tradewest)
13	11	Super Mario Bros. (Nintendo)
14	12	King's Quest IV (Sierra)
15	14	Super Mario Bros. 2 (Nintendo)
16	16	Ultima IV (Origin)
17	17	Mega Man (Capcom)
18	18	Ultima I (Origin)
19	19	Exodus: Ultima III (Origin)
20	20	T.M.N.T. (Ultra)
21	21	Dragon Warrior (Nintendo)
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53	53	Astyanax (Jaleco)
54	54	Bases Loaded (Jaleco)
55	55	Metal Gear (Ultra)

T	L	
56	151	Ultima: Quest of the Avatar (FCI)
57	67	Gauntlet II (Atari/Mindscape)
58	56	Crossbow (Exidy)
59	57	Pick-Axe Pete (Odyssey)
60	78	Mega Man III (Capcom)
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100	99	The Mask of the Sun (Broderbund)

ZELDA II- THE ADVENTURE OF LINK ** GUIDE THROUGH THE GREAT PALACE

1. FIRESPITTER- An armored bird-like creature which spits fire bombs.

2. STRONG BOT- It looks like a regular Bot but takes about 4 hits and is worth 10 experience.

3. FLYING HORSEHEADS- The orange, flying heads.

4. COBRAS- Red snakes that jump and spit fire.

5. LARGE BUBBLE- a big Bubble with a cow skull in it. If you try to kill it, it will split into two smaller, faster Bubbles.

6. IRON BIRD- a heavily armored bird that jumps and fights like an Ironknuckle.

7. SUPER BOT- a huge Bot that falls from the ceiling that terrified me the first time I saw it. It will split into about 8 Strong Bots.

From the first elevator, go left past a Firespitter and two Strong Bots. Go down the elevator. Then go right over two bridges and a Firespitter then go down the elevator. Go right past Flying Horseheads and try to avoid the Iron Bird and Strong Bot. Go down the elevator. About 2/3 of the way down, walk through the wall and use Jump Magic to stab the statue for a Red Potion. If the statue comes to life, just escape and try again. Once at the bottom of the elevator shaft, go right past a Firespitter and two Cobras. Watch out for Flying Horseheads. Go down the elevator. Kill two Strong Bots and an Iron Bird. You will come to a dissolving bridge. Cross it and go down the elevator. Go right past a Large Bubble, Firespitter, Iron Bird and another Large Bubble. Go down the elevator.

Here is a little tricky part: when you clear one screen in this elevator, you will be able to go left, right, back up or continue down. If you go to the right you will receive a Fairy, to the left, kill a few Strong Bots and you'll find a 1-up. Then return to the elevator and continue downward.

Now go left past a Strong Bot and Firespitter. Use the Downward Thrust to break these blocks (watch out for Flying Horseheads) and you will fall down a tunnel. Go right, and be careful of the Super Bot. Try to jump-stab it before it hits you or it may spell your doom. You will come to another dissolving bridge. Watch out for the Myus and fall into the narrow black tunnel. Go right and you will encounter the boss.

Kill this thing by zapping it with Thunder. It will change color and you can now kill it by hitting it in the face. It's a good idea to also activate Shield, Jump, and Reflect magic. If you defeat this, you will receive 1,000 experience and win passage to the final enemy: you.

Continue right and you will find a dwarf with the Triforce of Courage. He will wave a wand at you and disappear. The screen will turn purple and your shadow will leap from your body. It's now Link vs. Link. Magic is useless against him, so use your Shield magic to defend yourself and strike low when he jumps. Life magic will work here also. The others will work but won't help you any. If you manage to kill the shadow the dwarf will award you the Triforce and Link will awaken Zelda.